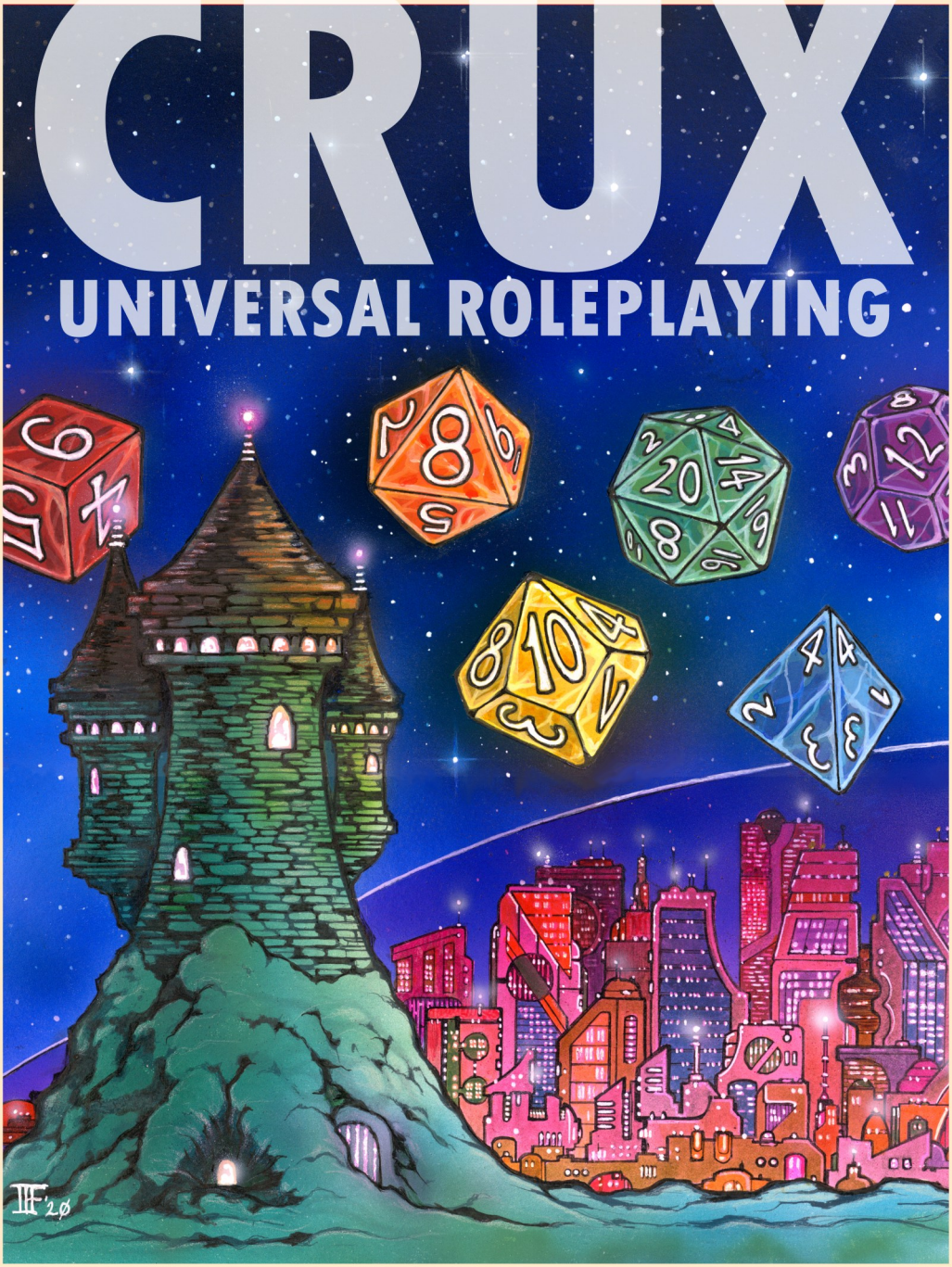
CRUX

UNIVERSAL ROLEPLAYING



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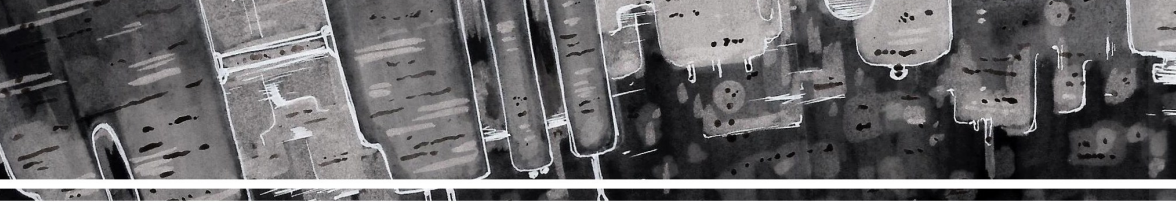

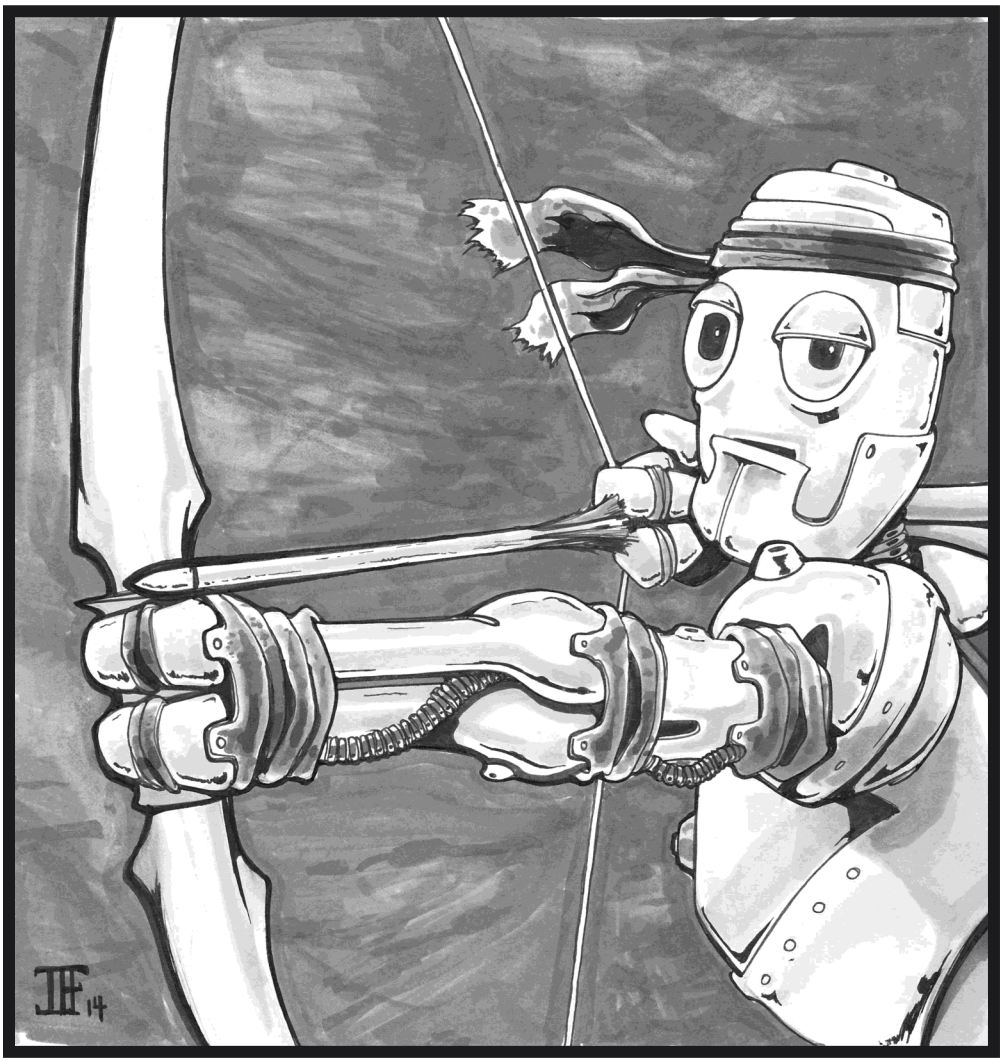

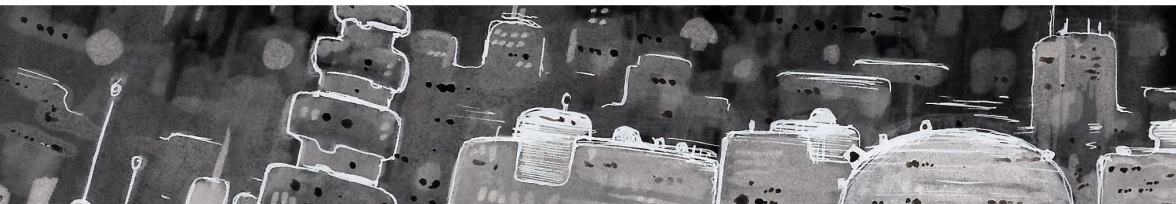

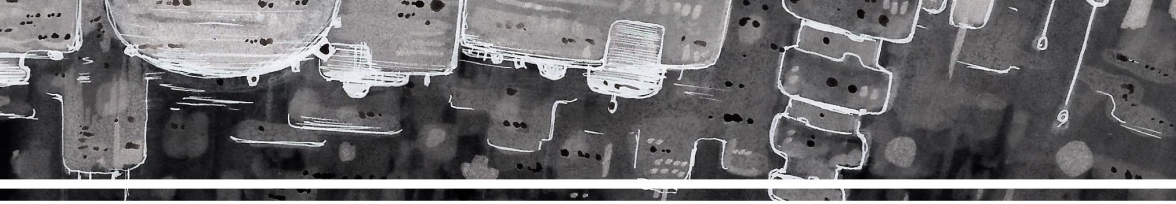

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Introduction	4
Core Mechanics	6
Characters	8
Attributes	10
Skills	12
Specialty Skills	15
Skill Traits	18
Special Traits	24
Personality	30
Archetypes	31
Spells	38
Equipment	42
Gamemastery	50
Conflicts	52
Adventuring	62
Morale	64
Social Situations	68
Downtime	68
Experience	70

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CRUX: Universal Roleplaying
Version 3.0

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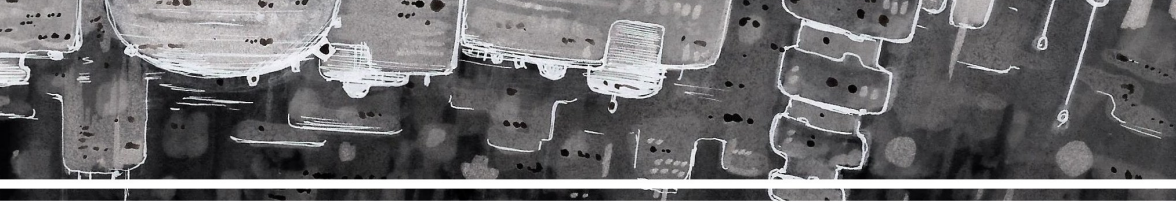
INTRODUCTION



WHAT IS CRUX?

CRUX is a tabletop roleplaying physics engine that can be tailored to your needs. Built with focus on realistic simulation, you can layer on elements of the fantastic to tell any story imaginable. With crunchy yet flexible rules, *CRUX* is ideal for any/all of the following:

- Deep narrative roleplaying
- Dungeon crawls
- Miniature wargaming
- Stuff we haven't thought of yet

WHAT DO I NEED?

Just this book, paper and pencils, and full set of polyhedral dice for each player: d4, d6, d8, d10, d12, and d20. (2d10 can be rolled as "percentile" (or d100), though this is generally only used by the player running the game or when using character creation tables.)

If you like playing with elaborate miniatures and terrain, you can sure do that as well. They're certainly not required and you can easily play through conflicts in "mind's eye" with the help of some scratch paper for keeping notes.

WHAT IS A TTRPG?

If you're new to all of this, here's a quick rundown on the basics. A tabletop roleplaying game (TTRPG) is an interactive story where players will take roles of the characters involved, make choices for those characters, and roll dice to determine the outcomes. One player will act as the gamemaster, designing the world, telling the story, and offering chances for player interaction. There are no "winners" or "losers." If your games create interesting stories, everybody wins!

WHAT'S YOUR STORY?

CRUX is a tabletop roleplaying game system without a world to call home. But that's where you come in! Your worlds can be realms of high fantasy, where dragons soar in the skies and wizards cast devastating spells from lofty, impossible towers. You can have an interplanetary adventure, where pioneers take to the stars in seed ships as they search for a new home. You can tell blood curdling tales of horror, wherein daring investigators struggle against unspeakable terrors that lurk at the periphery of the mundane. This is your game. What's your story?

CORE MECHANICS

The following is a rundown on the basics of the CRUX system. It'll be up to the gamemaster (GM) to make calls wherever rules aren't defined. A good GM will be open to player suggestions as well.

TESTS & DIFFICULTY VALUES

Characters (player-controlled and otherwise) roll their **CRUX die** (starting characters usually have a d4) and add an appropriate attribute (+ skill if they have one).

The test is compared against a test made by another character or against a difficulty value (**DV**) set by the GM. The GM can either set a static DV or roll on the fly.

When it comes to random DVs, the GM should consider rolling a single die when they themselves have no hard preconception of the task difficulty (good for things that come up unexpectedly). If they want to add weight to the difficulty of the task without raising the top end, the GM can roll multiple dice and combine them (2d6 instead of d12, for example) or roll the die type twice or more and take the highest result. Ultimately, it will be up the GM how they want to handle their DVs.

TASK	STATIC	RANDOM
Simple	3	d4
Easy	5	d6
Moderate	7	d8
Difficult	9	d10
Extreme	10	d12
Herculean	15	d20

Some things to consider:

- Opposed tests that tie go to the defender whenever applicable.
- A test that succeeds by 5 or more is a **critical success** (something great may happen).
- A test that fails by 5 or more is a **critical failure** (something not-so-great may happens).
- A roll of 1 on the CRUX die results in auto-failure for any test with a DV and on opposed tests.

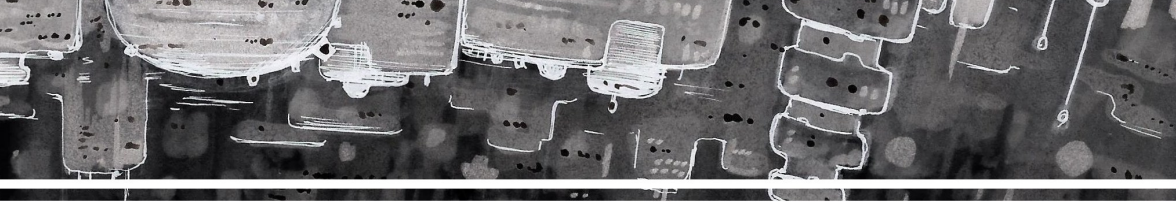
ADVANTAGE & DISADVANTAGE

Advantage and disadvantage are special conditions that can apply based on the situation. Advantage increases the die by one step (a d6 becomes a d8, et cetera), while disadvantage decreases it. Multiple instances stack to max d20/minimum d4, and applies to all dice in a test (2d6 becomes 2d8, et cetera). Players are encouraged to get creative and petition the GM with ideas for advantage as they play.

GLOSSARY

- **Actions:** Attacking, moving, or performing any other task during a conflict. Characters have two actions per turn.
- **Adjacent:** When a character is close enough to touch something.
- **Advantage:** Increases die (or dice) used to test by one step per instance (max d20).
- **Aptitude (APT):** Attribute for wits and learning.
- **Bulk (BUL):** Attribute for size and physical power.
- **Critical Failure:** A test that is lower than the DV or opposed result by a margin of 5+.
- **Critical Success:** A test that beats the DV or opposed result by a margin of 5+.
- **CRUX die:** The die used to make attribute and skill tests. Starts at d4, raises to d10 with EXP.
- **Disadvantage:** Decreases die (or dice) used to test by one step per instance (minimum d4).
- **DV:** Difficulty Value. Number needed for a test.
- **Experience Points (EXP):** Resource used to advance abilities.
- **GM:** The gamemaster.
- **Health Points (HP):** Ability to sustain damage.
- **Increment:** Measure for movement and range (5' or 1.5m in the game world).
- **LoS:** Line of Sight (used for ranged effects between points).
- **Modifier:** The total value added to a die roll.
- **NPC:** Non-player character (run by the GM).
- **PC:** Player Character.
- **Player:** Anyone playing the game who isn't the GM.
- **Presence (PRE):** Attribute for force of personality.
- **Resistance (RES):** Damage reduction (as from armor).
- **Round:** A full pass through an initiative queue, with each active character taking a turn.
- **Score:** Value of an attribute or skill.
- **Skills:** Bonuses applicable to certain attribute tests.
- **Speed (SPD):** Movement (in increments) per action.
- **Test:** Rolling of CRUX or damage dice.
- **Turn:** A single character's turn to act in the initiative queue.
- **Traits:** Special abilities.
- **Vitality (VIT):** Attribute for raw athleticism.

CHARACTERS



This section details everything that goes into a *CRUX* character, along with some suggested methods of creating them. We'll cover two methods of character creation: **point-buy** and **random**.

POINT-BUY

In this method, each player will have a number of **character points** (CP) to craft their character as they see fit. The number of CP will depend on what your group has decided for their setting and story. The following are suggested starting values:

- Everyperson: 25
- Adventurer: 50
- Hero: 75
- Legend: 100

Every element of your character, from attributes and skills to spells and equipment can be measured in CP costs.

RANDOM

Using this method, you can roll for elements instead of bothering with points. The GM will curate tables appropriate to their setting and the content throughout the character creation section will include options for rolling.

CRUX DIE

The CRUX die is the most fundamental aspect of any character, being the die they will use to make the majority of their tests. Typically, a CRUX die will start at d4, but may go as high as d10 (or further with the effects of advantage). If the GM prefers, all characters may start at any die value (or roll for one below). CP (and EXP) may be spent to increase the die as follows:

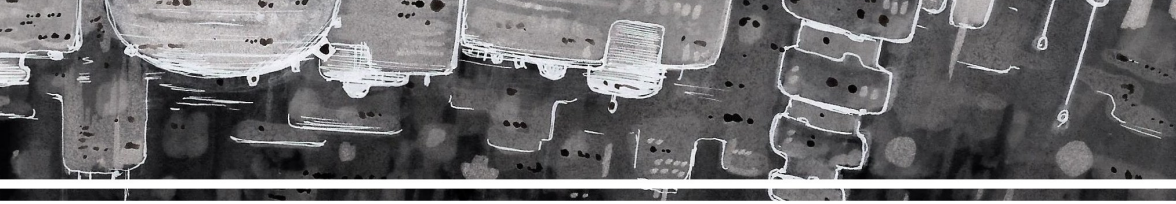
INCREASE	COST
d4 to d6	3
d6 to d8	4
d8 to d10	5

RANDOM/d20	
1-8	d4
9-14	d6
15-18	d8
19-20	d10

SCORE COSTS

Any ranked ability (attributes and skills) will have a cumulative CP cost based on the score. For example, buying up from 0 to 1 would only cost 1 CP. Buying up from 0 to 3, however, would cost 6 CP (+1 for 1, +2 more for 2, and +3 for 3, for a total of 6). The same is true of spending EXP for later increases, though you've already bought the previous scores. (So, this same character would only spend 4 EXP to raise that score to a 4.)

ATTRIBUTES



Attributes form a foundation for every skill test you will make. These scores are added as a modifier to your CRUX die (usually along with skill scores).

- **BULK (BUL)** is used to determine size, feats of strength, resistance to damage, and ability to deal damage in close combat.
- **VITALITY (VIT)** is used for feats of agility/manual dexterity, attacking, defending, and stamina.
- **PRESENCE (PRE)** is used for self
- control, attentiveness, and social magnetism.
- **APTITUDE (APT)** is used for ability to reason, think creatively, memorize, use technology, and retain knowledge.

To relate attribute scores to the human experience, check out the following examples:

0 Sub-human ability
1 Below human average
2 Human average
3 Above human average
4 Exceptional human ability
5 Peak-human ability
6+ Superhuman ability

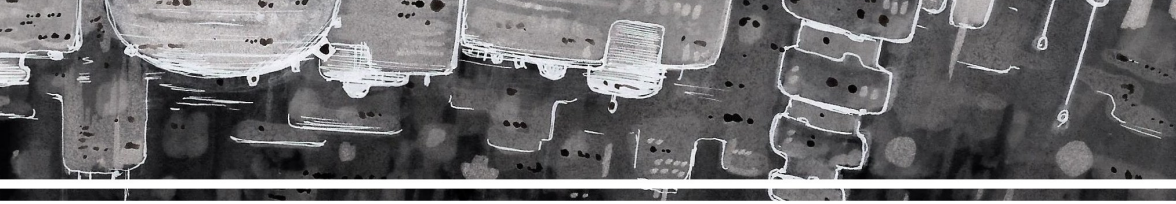
SUB-ATTRIBUTES
Additional sub-attributes (**HP** and **SPD**) are derived from your base scores.

- **HEALTH POINTS (HP)** are used to track physical damage, fatigue, and other factors that wear away at a character. Combine all four attribute scores to determine **HP**.
- **SPEED (SPD)** is used to determine how far a character can move with a single action. Combine **BUL** and **VIT** scores to determine **SPD**.

POINT-BUY/RANDOM
Pay for each attribute value as you build it. Choosing scores between 1 and 5 will keep you in the human range. If you prefer random, roll in order (BUL, VIT, PRE, then APT) with a d20 and consult the table.

SCORE	CP COST	RANDOM (d20)
1	1 CP	1-5
2	3 CP	6-13
3	6 CP	14-17
4	10 CP	18-19
5	15 CP	20

SKILLS



Skill scores are added to their root attribute when making certain tests.

POINT-BUY/RANDOM
Pay CP for scores following the same method as attributes. For random skills, roll 2d4+APT times on the following table

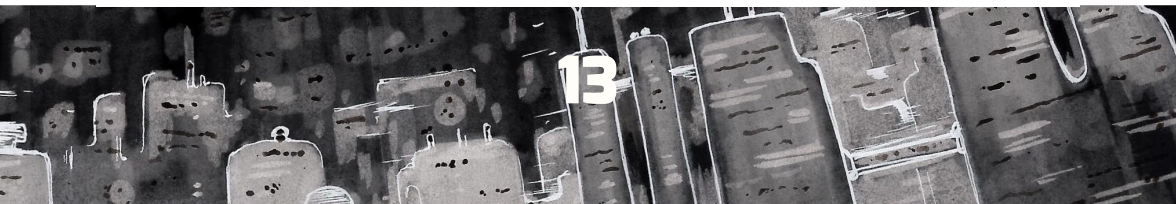
d20	
1	Academics
2	Alertness
3	Athletics
4	Domestics
5	Fighting
6	Intuition
7	Larceny
8	Magic
9	Medicine
10	Shooting
11	Strength
12	Survival
13	Technical
14	Willpower
15	Wordplay
16	Learn another language
17+	Roll for a *Specialty* skill

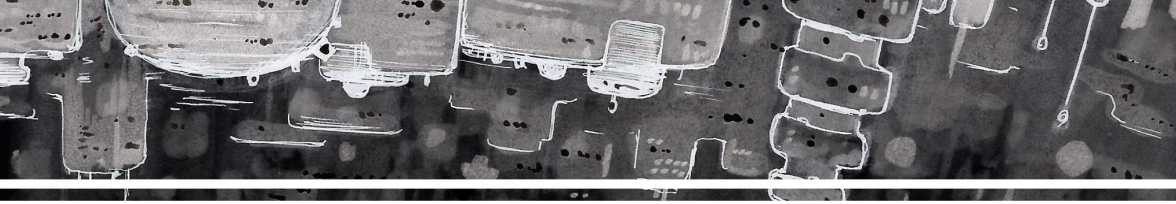
For each skill that you roll on the prior table, roll the character's CRUX die below to determine their starting score. Re-roll duplicates.

SCORE	CP COST	RANDOM
1	1 CP	1-3
2	3 CP	4-6
3	6 CP	7-8
4	10 CP	9
5	15 CP	10

SPECIALTY SKILLS
Specialty skills have narrower use, but grant an extra CRUX die when testing, allowing the choice of two rolls. Each specialty skill is categorized under a root skill (counting as that skill for reference purposes), and will use the same attribute for tests. Follow the same cost/roll guidelines for score.

LANGUAGES
Characters are assumed to be fluent in the language (or languages) of their own culture. Academics and Domestics can both measure proficiency, as well as understanding linguistic fundamentals when language barrier is a factor.





- **ACADEMICS (APT)** Used to recall knowledge, Academics represents formal education.
- **ALERTNESS (PRE)** Used to notice details, roll for initiative, and to spot hidden objects or sneaking enemies.
- **ATHLETICS (VIT)** Used to dodge attacks, climb walls, leap over obstacles, swim, and use stealth to evade detection, Athletics denotes overall fitness and health, and can even be tested to hold one's breath, resist exertion, or fight off illnesses.
- **DOMESTICS (APT)** Used for the day-to-day activities that we often take for granted, the meaning of the Domestics skill will depend on the character's occupation and native culture.
- **FIGHTING (VIT)** Used to attack while unarmed or with melee weapons and to block similar close combat attacks.
- **INTUITION (APT)** Used to follow hunches, discern lies, solve puzzles, or read the room.
- **LARCENY (APT)** Used to pick locks or pockets, forge documents, create disguises, or any number of other unseemly activities.
- **MAGIC (APT)** Used to cast spells, read magic texts, or activate mystical artifacts.
- **MEDICINE (APT)** Used to heal the sick and injured.
- **SHOOTING (VIT)** Used to attack with ballistic weapons.
- **STRENGTH (BUL)** Used to lift heavy things, wrestle, and just generally push things around, Strength represents the development and control of musculature.
- **SURVIVAL (APT)** Used to live off the land, find shelter in a storm, or otherwise weather the dangers of the natural world.
- **TECHNICAL (APT)** Used to operate technology, fix broken things, and innovate new designs, Technical represents familiarity with the advancements of the modern world.
- **WILLPOWER (PRE)** Used to brave dangers, resist compulsion, and even intimidate others, Willpower is a catch-all measure of psychic and emotional fortitude.
- **WORDPLAY (PRE)** Used to talk things out, haggle on a price, tell a convincing lie, wow a crowd, or otherwise keep a captive audience.

SPECIALTY SKILLS

d100	SPECIALTY SKILLS
01-02	Acrobatics (Athletics)
03-07	Ballistics (Shooting)
08-09	Brawling (Fighting)
10-11	Climbing (Athletics)
12-13	Courage (Willpower)
14-15	Deduction (Intuition)
16-17	Detection (Alertness)
18-19	Diagnosis (Medicine)
20-21	Diplomacy (Wordplay)
22-23	Disguise (Larceny)
24-25	Endurance (Athletics)
26-27	Emergency (Medicine)
28-32	Engineering (Technical)
33-35	Fieldcraft (Survival)
36-37	Forgery (Larceny)
38-39	Guile (Wordplay)
40-41	Intimidation (Wordplay)
42-43	Leaping (Athletics)
44-45	Lifting (Strength)
46-47	Lockpicking (Larceny)
48-52	Melee (Fighting)
53-58	Operation (Technical)
59-60	Pickpocketing (Larceny)
61-63	Reaction (Alertness)
64-66	Resolve (Willpower)
67-68	Riding (Athletics)
69-70	Romance (Wordplay)
71-72	Safecracking (Larceny)
73-74	Savvy (Intuition)
75-77	Spellcasting (Magic)
78-79	Spellcraft (Magic)
80-81	Stealth (Athletics)
82-83	Streetwise (Larceny)
84-90	Study (Academics)
91-92	Surgery (Medicine)
93-94	Swimming (Athletics)
95-96	Tactics (Intuition)
97-98	Treatment (Medicine)
99-00	Wrestling (Strength)

ACADEMICS

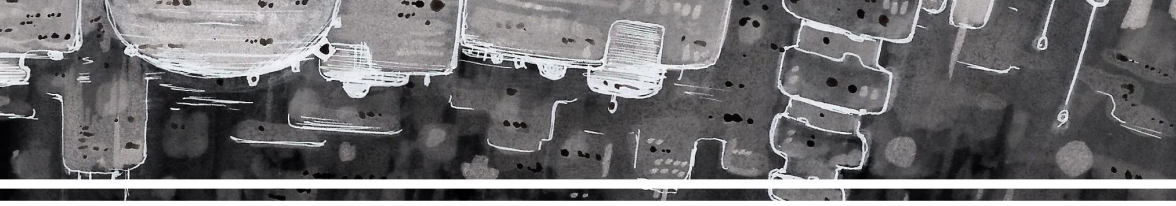
- **Study (Any):** Choose a subject in which you have extensive training each time this skill is selected. You will benefit from this skill when testing Academics to recall knowledge on the subject. It could cover any topic and could come either from formal education or lived experience.

ALERTNESS

- **Detection:** Applies to tests made to spot obscure or hidden things and opposes characters using Stealth.
- **Reaction:** Applies to tests made for initiative.

ATHLETICS

- **Acrobatics:** Applies to tests made to perform acrobatic feats and dodge attacks.
- **Climbing:** Applies to tests made to climb surfaces.
- **Endurance:** Applies to tests made to resist the effects of fatigue from prolonged, strenuous activity.



- **Leaping:** Applies to tests made to jump distances.
- **Riding (Any):** Choose a mount type each time this skill is selected. You may use this skill to control the animal or ridden vehicle.
- **Stealth:** Applies to tests made sneak or hide. Opposed by Alertness (or Detection).
- **Swimming:** Applies to tests made to swim.

FIGHTING

- **Brawling:** Applies to tests made to attack (and block) unarmed.
- **Melee (Any):** Choose a close combat weapon each time this skill is selected. Use this skill to attack (or block).

INTUITION

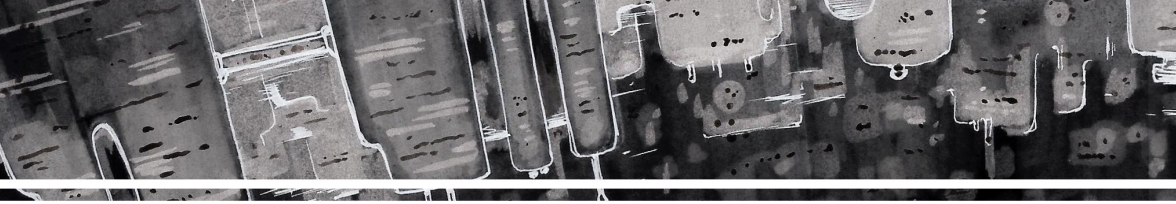
- **Deduction:** Applies to tests made to decode riddles, solve puzzles, and put mysterious clues in context.
- **Savvy:** Applies to tests made to discern motives or attitudes and to detect lies (opposing Guile).
- **Tactics:** Applies to tests made to predict enemy actions or to discern a strategic weakness.

LARCENY

- **Disguise:** Applies to tests made to create and use disguises. Opposed by either Alertness (or Detection) or Intuition (or Savvy).
- **Forgery (Any):** Choose a type of object that can be forged (paintings, documents, signatures, currency, et cetera) whenever this skill is selected. Applies to tests to make convincing imitations.
- **Lockpicking:** Applies to tests made to pick locks. (This skill could also be covered under Technical.)
- **Safecracking:** Applies to tests made to open complex safe locks. (This skill could also be covered under Technical.)
- **Streetwise:** Applies to tests made to navigate and recall knowledge of the criminal underworld.
- **Pickpocketing:** Applies to tests made to steal or conceal small objects. Opposed by Alertness (or Detection).

MAGIC

- **Spellcasting (Any):** Choose a spell each time this skill is selected. Use this spell for any tests made when casting that spell.
- **Spellcraft:** Applies to tests made to detect magic, identify magical effects, and to read difficult magical texts.



MEDICINE

- **Diagnosis:** Applies to tests made to diagnose a malady.
- **Emergency:** Applies to tests made to stabilize the dying.
- **Surgery (Any)** Applies to tests made to perform a chosen complex surgery (brain, heart, et cetera).
- **Treatment:** Applies to tests made to assist with healing.

SHOOTING

- **Ballistics (Any):** Choose a ranged weapon each time this skill is selected. Use this skill to attack.

STRENGTH

- **Lifting:** Applies to tests made to move heavy objects.
- **Wrestling:** Applies to tests made to grapple or push.

SURVIVAL

- **Fieldcraft (Any):** Choose a type of environment (forest, space, urban, et cetera). Applies to tests made to navigate, survive within, or recall knowledge about the chosen environment.

TECHNICAL

- **Engineering (Any):** Choose a field of engineering each time this skill is selected. Used to repair, modify, or invent technology covered by the chosen field.
- **Operation (Any):** Choose a piece of technology that requires skillful operation each time this skill is selected (computers, a vehicle, a power station, et cetera). Applies to tests made to use the tech.

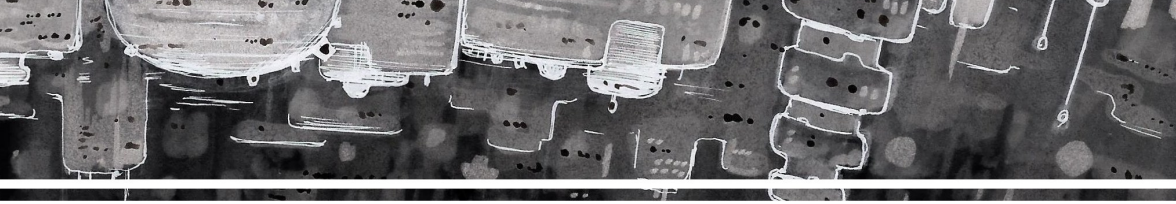
WILLPOWER

- **Courage:** Applies to tests made to resist the effects of fear.
- **Resolve:** Applies to tests made to resist compulsion or degrading morale, and may be used to resist certain spell effects (those normally resisted by Willpower).

WORDPLAY

- **Diplomacy:** Applies to tests made to win others over through discourse.
- **Guile:** Applies to tests made to lie or otherwise conceal the truth. Opposed by Intuition (or Savvy).
- **Intimidation:** Applies to tests made to instill fear in others. Opposed by Willpower (or Courage).
- **Romance:** Applies to tests made to woo or seduce others capable of being attracted to you.

SKILL TRAITS



Skill traits are special tricks gained through training. Some permanently alter ability values, but the player will be responsible for remembering most of them. As such, having a cheat sheet easily accessible or writing summaries into your character sheets can be helpful.

POINT-BUY/RANDOM
Pay 1 CP for your first skill trait, 2 for your second, 3 for your third, and so on. You cannot take the same skill trait more than once.

For random creation, roll for a number of traits according to your starting CRUX die:

d4 1 roll
d6 2 rolls
d8 3 rolls
d10 5 rolls
Rolls may be made from tables of your choice you may roll a d10 for category:

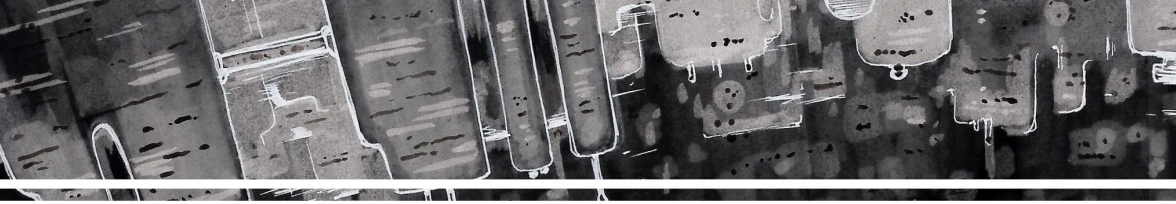
1 Ballistics
2 Combat
3 Defense
4 General
5 Melee
6 Skullduggery
7 Spellcasting
8 Support
9+ Roll twice more!

BALLISTICS (d6)

1. **BURST CONTROL** Re-roll Burst dice once per test.
2. **CROSSFIRE** +1 bonus to Shooting attacks for each instance of advantage from overwhelming.
3. **MOBILE AIM** You may move at 1/2 SPD (round down) while using an action to aim.
4. **MOBILE RELOAD** You may move at 1/2 SPD (round down) while using an action to reload.
5. **SHARPSHOOTER** You gain a bonus to Shooting attack range equal to your total Alertness modifier.
6. **SPRAY AND PRAY** You may use the Burst feature without spending an extra action but may not add your VIT or Shooting to the attack.

COMBAT (d20)

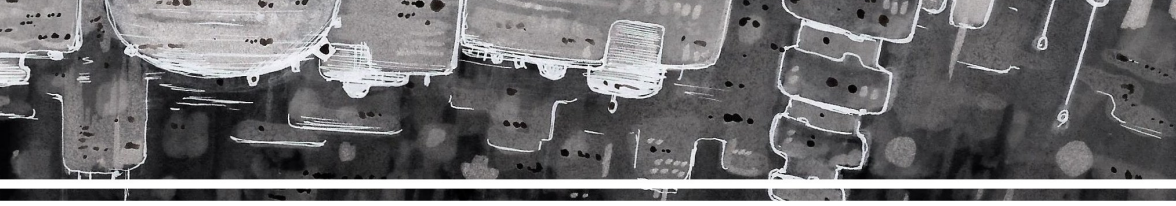
1. **CAREFUL AIM** You may re-roll your attack once when aiming.
2. **DEADEYE** Free aim each turn.
3. **DESPERATION** Advantage to all tests while at 1/2 HP or lower (round down).
4. **DUELIST** You may force an opponent to re-roll once per test when you are the closest enemies to one another.
5. **FAST** You gain +1 SPD.
6. **GOREHOUND** +d6 damage when beating defense by 5+.



7. **LONE WOLF** You may either aim, brace, or move one increment for free at the start of your turn, provided you can detect no allies.
8. **MAD DASH** You may lose d4 HP to add d4 to a rush once per roll.
9. **MULTI-WIELD** Make an attack with each equipped weapon as a single action once per turn.
10. **NIMBLE WEAVE** Move freely through other characters if your Athletics modifier is higher than their BUL score.
11. **OVERWATCH** If you have multiple aim instances queued, you may lose two of them to make an attack against an enemy unit that is in the midst of a move action.
12. **QUICK DRAW** Equip one weapon for free each turn and gain advantage if attacking with it immediately after doing so.
13. **QUICK RELOAD** Reload weapons for one less action.
14. **REACTIVE** +2 to initiative tests.
15. **ROBUST** +1 Crit Protection.
16. **STRAFE** You may use an action to attack in midst of a move action.
17. **STRATEGIST** You may either add or subtract your Intuition score after rolling for initiative.
18. **TACTICIAN** If you have at least one instance of advantage during an opposed test you may inflict an instance of disadvantage on your opponent as well.
19. **TOUGH** You gain +2 HP.
20. **WARDANCER** Move a single increment either before or after making an attack.

DEFENSE (d20)

1. **ARMOR TRAINING** Reduce penalties from armor and helmets by 1/2 (round down).
2. **CAUTIOUS STRIKE** Take disadvantage to an attack to also brace.
3. **CHAPERONE** You gain a free brace action whenever you end your movement adjacent to an ally.
4. **CROWD FIGHTER** You may force an enemy attacker to re-roll once per test if they have advantage from overwhelming.
5. **DIEHARD** Regain d4 HP when brought to -2 or lower.
6. **DIVE** Lose d4-1 HP to re-roll defense once per test.
7. **DODGE ROLL** Lose effects of bracing to make a d20 DV Athletics test to move one increment before an attack declared against you is rolled.
8. **HEROIC NUDITY** While unarmored you may re-roll your CRUX die once when making tests to dodge attacks made by armored opponents.



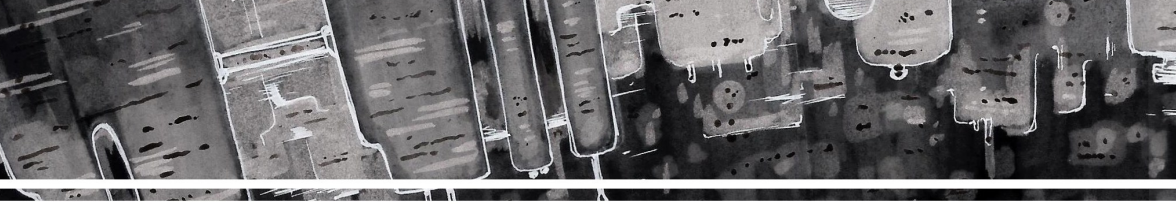
9. **IRONSIDE** +2 RES vs Smash.
10. **LIMBER DEFENSE** Free brace once per turn if you use at least one action to move.
11. **PHALANX** You may benefit from the effects of one shield equipped by an adjacent ally.
12. **POISED DEFENSE** Reduce Smash damage by d4 while braced.
13. **RIGID DEFENSE** +1 Resistance and Crit Protection while braced.
14. **RESILIENT** Add your BUL again when calculating HP.
15. **RESOLUTE** Add your Willpower score to your HP.
16. **SCRAPPER** Reduce damage from unarmed attacks and natural weapons by a CRUX die roll.
17. **SEASONED** Reduce attack damage by d4-1.
18. **SIDESTEP** You may move a single increment after successfully defending against an attack.
19. **SKIRMISHER** Reduce damage from Shooting attacks by a CRUX die roll if benefitting from cover.
20. **STEELED** You gain +1 RES.

GENERAL (d12)

1. **GEARHEAD** Re-roll once per Technical test.
2. **HIDDEN STRENGTH** Increase one attribute by +1. (Also raises maximum score by +1.)
3. **INTREPID** Re-roll Alertness and Willpower once per test.
4. **JACK-OF-ALL-TRADES** You gain advantage to tests for non-specialty skills you do not possess.
5. **LEVEL-HEADED** You gain a bonus equal to APT to Willpower tests made to resist fear.
6. **POLYGLOT** You gain a +5 bonus to Academics or Intuition tests made to understand a language you do not possess.
7. **POLYMATH** You gain a +5 bonus to APT tests made to recall knowledge.
8. **QUICK** Roll an extra die and take the best result when rushing.
9. **SPRINT** Add Strength score to rush when using two move actions.
10. **STALWART** Reduce Fatigue and Stress damage by d4-2.
11. **STEADY STEP** Treat rough terrain as normal ground.
12. **STUDIOUS** Specialty skills cost 1/2 EXP (round up).

MELEE (d20)

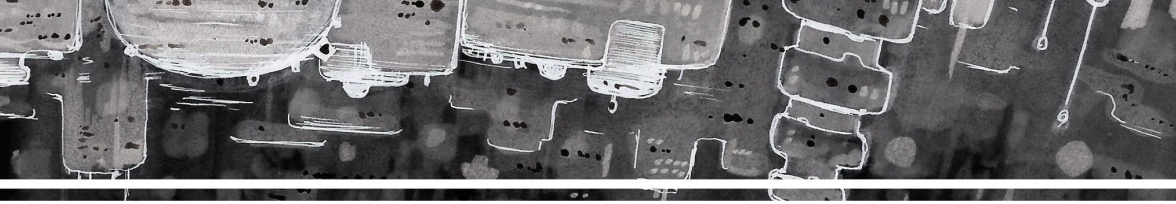
1. **BASH** You may make a free push whenever you roll Smash damage greater than the opponent's Strength modifier.
2. **BLADEMASTER** +2 damage to Cut attacks on an even CRUX roll.



3. **BRAWLER** +2 damage and advantage to Fighting while unarmed.
4. **BRUTAL** +2 bonus to damage from Fighting attacks.
5. **BULLRUSH** Advantage to attack and damage when charging.
6. **EXPLOIT** Reduce enemy RES by 4 (minimum 0) when testing damage for an aimed Fighting attack.
7. **FERAL STRIKE** Make one free unarmed attack each turn.
8. **FIGHT ON** Gain a free Fighting attack each turn while at 0 HP.
9. **FURY** Advantage to damage at range 0.
10. **HARRIER** When an enemy within range uses any action other than a Fighting attack, you may make a free Fighting attack against them before that action is resolved.
11. **IMPALE** Advantage to attack and damage with Pierce melee weapons when charging and against enemies who charged you as their last action.
12. **JADE** Enemy armor can't reduce Fighting attack damage below 1.
13. **LUNGE** You may add +1 to range when making a Fighting attack to deal Pierce damage.
14. **OGRE GRIP** Equip two-handed melee weapons in one hand.
15. **PACK TACTICS** Gain +1 to Fighting attacks for each ally also in Fighting range of the enemy.
16. **POWERFUL** Add 1/2 Strength score (round down) to BUL-modified damage tests.
17. **SPITEFUL TWIST** Spend an extra action after hitting with a Cut or Pierce melee weapon to add a roll of your CRUX die to the damage.
18. **RIPOSTE** Free Fighting attack against an enemy after blocking them with critical success.
19. **WALLOP** Add weapon Heft as a bonus to damage when making an aimed Fighting attack.
20. **WRESTLER** Advantage to tests made to grapple and push.

SKULLDUGGERY (d6)

1. **AMBUSH** Re-roll once per test when attacking a helpless enemy.
2. **ASSASSIN** Re-roll damage once per test against a helpless enemy.
3. **COUP DE GRAS** Advantage to attack and damage enemies at 1/2 HP or lower.
4. **FEINT** When attacking an opponent with APT 1 or higher, you may spend an extra action before attacking to add a bonus equal to the value by which your Intuition modifier is greater than their own.
5. **FOOTPAD** You move at full SPD when using stealth.
6. **QUIETUDE** You may force ene-



mies to re-roll their Alertness once per test when you are using stealth.

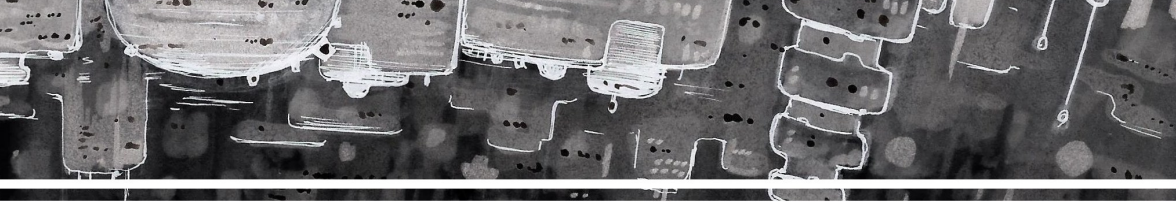
SPELLCASTING (d10)

1. **ARCANA** You gain +5 mana.
2. **ARCANE FLARE** You may add the *Blast* feature (see *Equipment*) to any attack spell, with a value equal to extra HP (or mana) spent to cast it (up to your Magic score).
3. **BATTLE MAGE** You may re-roll attacks and damage for spells once per test.
4. **COUNTERSPELL** If you detect a known spell being cast (or know *Dispel*), you may spend an HP (or mana) to make an opposed Magic test with the caster, canceling the effects if you win.
5. **ELEMENTALISM** +2 to Burn, Freeze, and Shock spell damage.
6. **ENCHANTMENT** You may spend a rest task and a single HP or mana to permanently enchant an item. Make a Magic test against a 3d8 DV. With success, you may either bind a spell you know into the item to function as the *Innate Power* special trait for whoever equips/holds it OR add the Enchanted 1 equipment feature, adding +1 to this with critical success. The HP or mana spent is permanently lost.
7. **NECROMANCY** Hex damage may heal *Undead* subjects if you spend mana to cast the spell.
8. **OVERCHANNEL** After rolling a Magic test, you may spend extra HP (or mana) to add a bonus equal to the value spent, then lose an additional d4 HP.
9. **SORCERY** You gain mana points (as the special trait) equal to your Willpower modifier.
10. **WIZARDRY** Gain one bonus action each turn for the purpose of maintaining spell effects.

SUPPORT (d6)

1. **BODYGUARD** When an adjacent ally is attacked, you may test Alertness against a d20 DV to take their place as the target.
2. **BOLSTER** You may grant your own brace action to an adjacent ally instead.
3. **COMMANDER** You and allies without this trait who can detect you may re-roll Willpower once per test.
4. **LEAD BY EXAMPLE** Adjacent allies gain advantage to test skills that you possess at a higher score.
5. **MEDIC** You may perform emergency medicine for 1 action instead of the usual 2.
6. **SPOTTER** You may grant aim actions to an adjacent ally instead.

SPECIAL TRAITS



Unlike skill traits which are granted by training, special traits are generally innate to a character's species or otherwise inherited from origin.

If you want to make an ordinary human, apply the **Adaptive** trait and move along. If you want to make something weirder, this section will provide a plethora of options.

SCORED TRAITS
Some special traits have a score value. This will be listed as "X."

POINT-BUY/RANDOM
Each special trait entry includes a CP cost at the end. The GM may decide to put a limit on the number of special traits available.

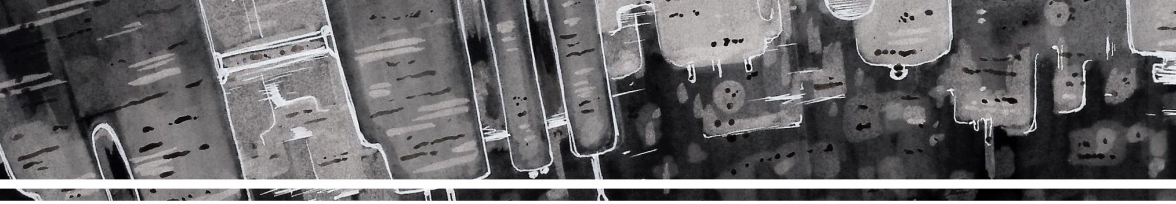
If you want to define special traits at random, **roll d4 times** for both **special traits** and **score adjustments** (see page 29). When rolling traits at random, observe the following:

- If you roll duplicate traits, either stack the effects (if allowed) or re-roll if the trait cannot be stacked.
- If you roll traits that don't make sense with one you already possess, re-roll. The same character cannot have both the *Artificial* and *Undead* traits, nor can they have *Amphibious* and *Aquatic*. (The GM could rule that other traits are incompatible as well.)
- For scored traits (X), roll d4 to determine the score value. (Multiple instances will stack.)
- For traits that apply to a certain skill or spell, roll in those sections to determine which.
- For traits that apply to a specific attribute or damage type, roll on the following tables:

d4/ATTRIBUTE
1. BUL
2. VIT
3. PRE
4. APT

d20/DAMAGE TYPE

1-2.	Burn
3.	Concuss
4.	Corrode
5-6.	Cut
7.	Disintegrate
8-9.	Freeze
10.	Hex
11.	Irradiate
12-13	Pierce
14.	Poison
15.	Sicken
16-17.	Shock
18-19.	Smash
20.	Smite



01-02 **ADAPTIVE** Select an additional skill trait. This trait will never be factored when spending CP or EXP to buy more. **CP:** 1

03-04 **AMPHIBIOUS** You may move at full speed while swimming and gain advantage to tests made to do so. You also double your total modifier when testing to hold your breath under water. **CP:** 2

05-06 **AQUATIC** You move at full speed while swimming, but move at half speed on land (round down). You may breathe under water, but suffocate while outside of it. **CP:** 0

07-08 **ARBOREAL** You may move at full speed while climbing and gain advantage to tests made to climb and leap. **CP:** 2

09-12 **ARTIFICIAL** You are an artificial being and:

- are immune to the effects of disease, toxins, fatigue, suffocation, or anything else that exclusively affects living beings.
- are not able to heal damage normally, requiring magical or technological repairs.
- double your total HP

CP: 10

13-14 **BURROWING** You may move through loose ground (such as sand or dirt), doing so at a cost of +3 SPD per increment moved. **CP:** 5

15-16 **CAMOUFLAGE** You may test Athletics for stealth while standing in plain sight. **CP:** 2

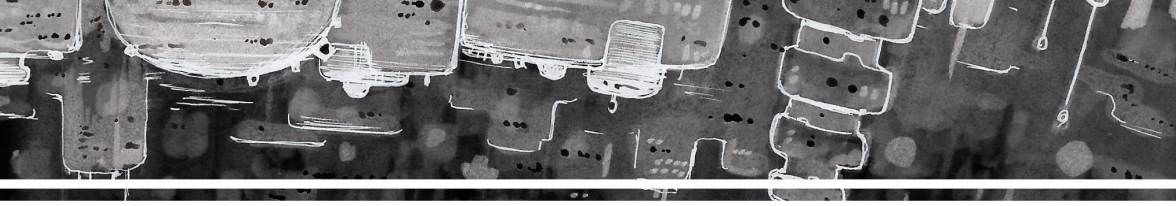
17-17 **CELERITY** You gain an additional action each turn. **CP:** 10

18-19 **CLIMBER** +2 bonus to tests made to climb. **CP:** 2

20-20 **CYCLOPIC** You must choose another character (or other subject of focus) at the start of your turn. Until next turn, gain advantage to all tests involving that subject, but suffer disadvantage to tests involving any other. **CP:** 0

21-24 **DAMAGE RESISTANCE (X)** Reduce damage of a certain type (Burn, Concuss, Corrode, Cut, Freeze, Irradiate, Pierce, Shock, Smash, et cetera) by (X). **CP:** (X) x 1

25-26 **EXTRA LIMB (X)** You have (X) additional manipulator limbs that can be used to equip/use items. **CP:** (X) x 2 (x1 for prehensile feet, disallowing movement while used)



27-28 **FEROCIOUS** You may re-roll damage once per test when attacking at range 0. **CP:** 2

29-31 **FLIGHT** You are able to propel yourself through the air, moving freely in any direction. **CP:** 10

32-33 **FRAGILE (X)** -(X) HP **CP:** + (X) x 1

34-35 **HULKING** Add BUL again when calculating HP. **CP:** 5

36-36 **INCORPOREAL** As an incorporeal being, you:

- are immune to damage from non -incorporeal sources except Disintegrate, Hex, and Smite.
- are unable to inflict damage against non-incorporeal subjects via regular attacks.
- may pass freely through solid matter.
- hover just above the ground.

CP: 10

37-37 **IMMUNITY** You are immune to damage from a chosen type. **CP:** 15 for Cut, Pierce, or Smash, 10 for all others

38-39 **INNATE POWER** You possess a supernatural ability and may cast a chosen spell using Willpower in place of the Magic skill. **CP:** 5

40-41 **LEAPER** +2 bonus to tests made to leap. **CP:** 2

42-43 **MANA (X)** You possess a pool of (X) mana points. These may be spent in place of losing HP for casting spells. Regain as HP. **CP:** (X) x 1

44-47 **NATURAL ARMOR (X)** +(X) RES **CP:** (X) x 4

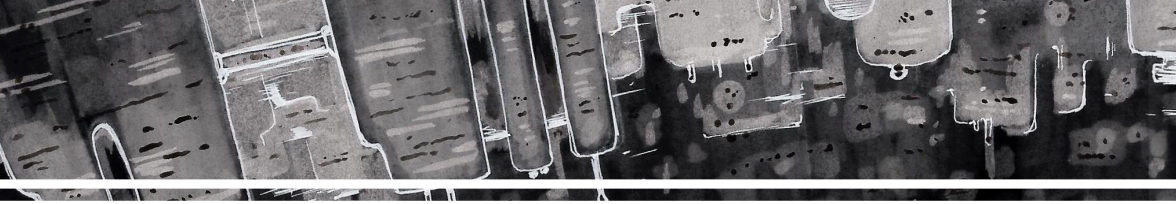
48-51 **NATURAL WEAPONS** Your unarmed attacks deal BUL + d6 damage at range 0. Choose a damage type (Cut, Pierce, Smash, et cetera) when selected. **CP:** 6

52-54 **NIGHT VISION** You ignore penalties imposed by darkness provided there is a low level of ambient light (such as moonlight). **CP:** 1

55-55 **PARAGON** Re-roll 1s once per test for a chosen attribute. **CP:** 2

56-57 **REACH** +1 range **CP:** 1

58-58 **REGENERATION** Regain d4 HP at the start of your turn. **CP:** 10



59-60 **SERPENTINE(X)** +(X) bonus to Fighting and Strength tests made to grapple. **CP:** (X) x 1

61-62 **SLOW (X)** -(X) SPD **CP:** +(X) x 1

63-64 **STEALTHY** +2 bonus to tests made for stealth. **CP:** 2

65-68 **SUSCEPTIBILITY (X)** You suffer +(X) damage from a specified type (Burn, Concuss, Corrode, Cut, Freeze, Irradiate, Pierce, Shock, Smash, et cetera). **CP:** +(X) x 1

69-70 **SWIFT (X)** +(X) SPD **CP:** (X) x 1

71-72 **SWIMMER** +2 bonus to tests made to swim. **CP:** 2

73-73 **UNDIFFERENTIATED** You do not suffer increased damage from critical hits. **CP:** 10

74-75 **UNDEAD** You:

- are immune to the effects of disease, toxins, fatigue, suffocation, or anything else that exclusively affects living beings.
- are not able to heal naturally.
- double your total HP score.

CP: 10

76-77 **UNYIELDING (X)** +(X) Crit Protection **CP:** (X) x 4

78-78 **VAMPIRIC** Heal HP equal to 1/2 unarmed damage inflicted against living beings (round down). **CP:** 5

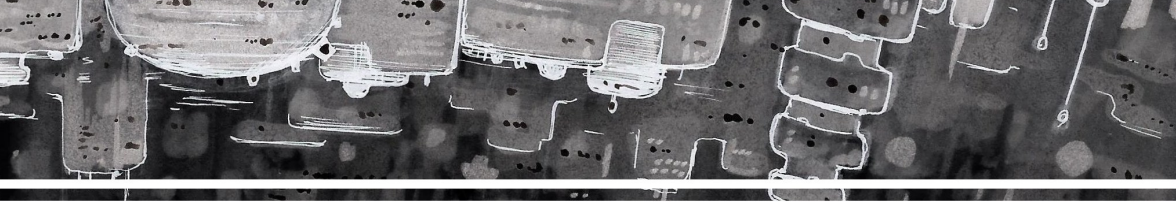
79-80 **VENOMOUS** If an unarmed Cut or Pierce attack you possess deals at least 1 damage to a living being they will immediately suffer an additional d10 Poison damage, then continue to suffer that damage with disadvantage each round until the die goes below d4, at which point the poison stops. **CP:** 10

81-83 **VIGOR (X)** +(X) HP **CP:** (X) x1

84-90 **SCORE ADJUSTMENT** (See next page)

91-95 **RE-ROLL** If you get a trait that may be stacked, increase any numeric adjustments by d4.

96-00 **ROLL TWICE MORE**



SCORE ADJUSTMENTS

Score adjustments function differently from special traits, raising or lowering scores for attributes and skills.

Apply CP costs to any changes in score. These changes will also raise or lower the max value for that score. (So, a character that gets a +2 to the Strength skill would pay CP to raise that score by 2 points and could now pay to raise that skill as high as 7.)

If you get a score adjustment at random, roll below to determine how an attribute or skill will be modified:

d20	
1-4	-1 to a random attribute
5-9	+1 to a random attribute
10-13	-1 to a random skill
14-18	+1 to a random skill
19-20	Roll twice more

SIZING THINGS UP

As BUL scores go above human limits, consider increasing the number of increments the character will occupy on a map (grouped squares on a grid map). You can use the following chart as a guideline (but don't feel constrained by it, especially when you get creatures of weird or non-humanoid proportions). Listed are the number of increments on the X and Y axis (width) and Z axis (height). You'll notice that some numbers overlap. These scores cusp between volumes and are up to GM discretion on a case-by-case basis.

BUL	X/Y	Z
0-2*	1	1
2-6	1	2
6-9	4	3
9-12	9	3
12-15	15	5

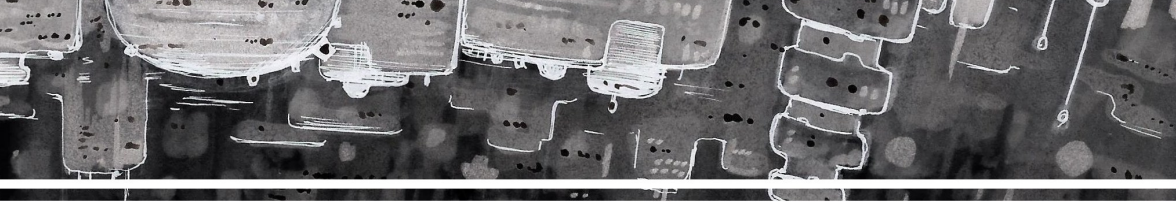
Et cetera

**or lower*

CUSTOM TRAITS

The traits listed in this book (*skill* and *special*) are just examples and you could create your own. Use existing traits as examples for factoring cost.

PERSONALITY



Personality scores aren't hardline stats; they're just here to give you a general idea of who the person is and might help you when you want to make decisions that would be authentic to the character. These scores range from **1-10.** Choose scores or **roll a d10 five times** and place results wherever you like. None of these scores are inherently "good" or "bad" and there is no CP cost.

- **Openness:** low is consistent/ cautious, high is inventive/curious
- **Conscientiousness:** low is extravagant/careless, high is efficient/organized
- **Extroversion:** low is solitary/ reserved, high is outgoing/ energetic
- **Agreeableness:** low is critical/ rational, high is friendly/ compassionate
- **Neuroticism:** low is resilient/ confident, high is sensitive/ nervous

"TESTING" PERSONALITY

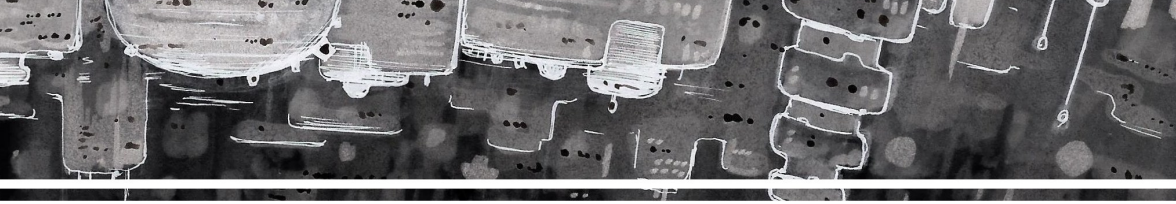
If you're indecisive as to how a character might act, try rolling a d10. Compare it to an appropriate personality trait. If the result is close to their score, they will follow their tendencies and act "in character."

PERSONAL TRAITS

Personal traits are interpretive, and you should work with your GM to define them. The GM will consider them when situations arise, either prompting a special test or granting advantage or disadvantage to one. The way you use these is completely up to your group, and players should petition their GM for advantage when they feel the trait would apply. Choose some or **roll d4 times** from the examples below:

d20

1. Absent-Minded
2. Addiction
3. Allergy
4. Ambidextrous
5. Beautiful
6. Color Blind
7. Dangerous Secret
8. Deformity
9. Good Memory
10. Illiterate
11. Illness
12. Injury
13. Lookalike
14. Mutant (random special trait)
15. Nemesis
16. Phobia
17. Quick Temper
18. Sleep Disorder
19. Troubled Past
20. Unkempt



Archetypes are templates of bundled scores and traits used during character creation to give you a head start on your build. Though presented here as an option, your GM may require you to choose from a selection of archetypes curated for the game setting. While archetypes could be built to cover just about anything, there are two types we will explore here: **occupation** and **origin**. Typically, players will choose one of each and combine them.

OCCUPATION ARCHETYPES

A suite of abilities from time spent training into a profession or societal role, these templates determine:

- starting skill scores
- starting skill traits

ORIGIN ARCHETYPES

Foundational to every member of a biological species, robotic model, or being of other origin, these templates determine:

- score adjustments (attribute/skill)
- special traits
- cultural personality adjustments (optional)

POINT-BUY/RANDOM

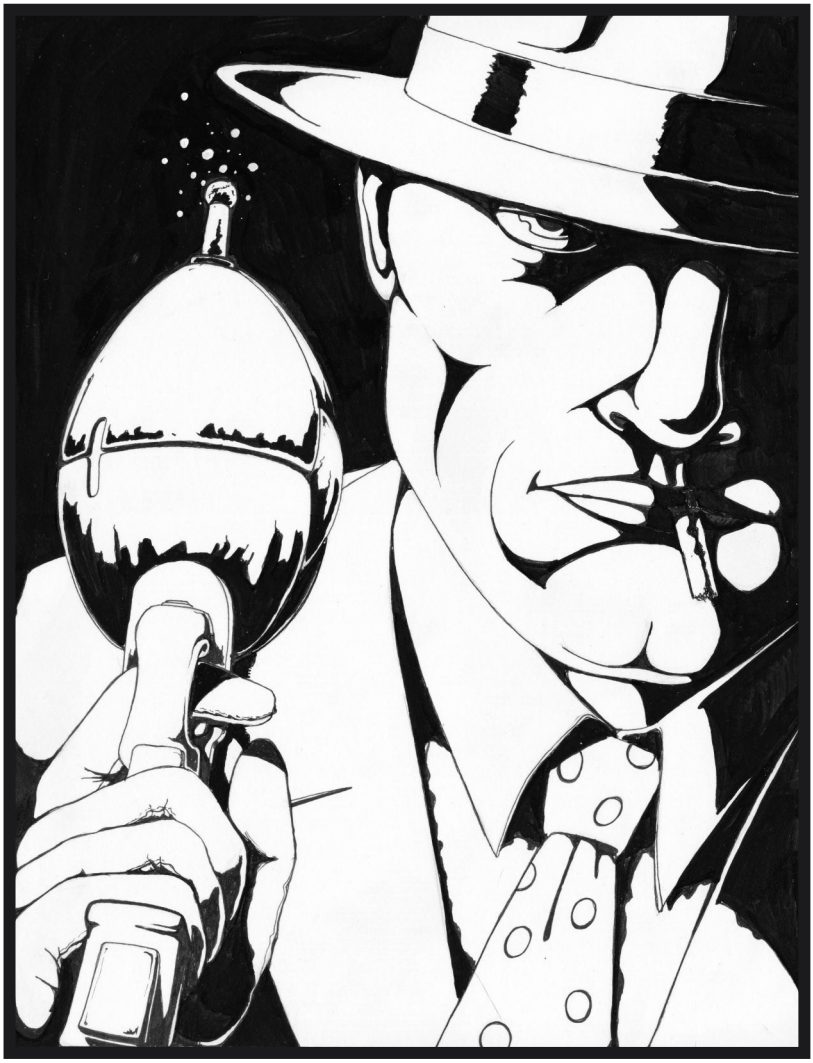
If you're using archetypes, choose these as your first character creation step.

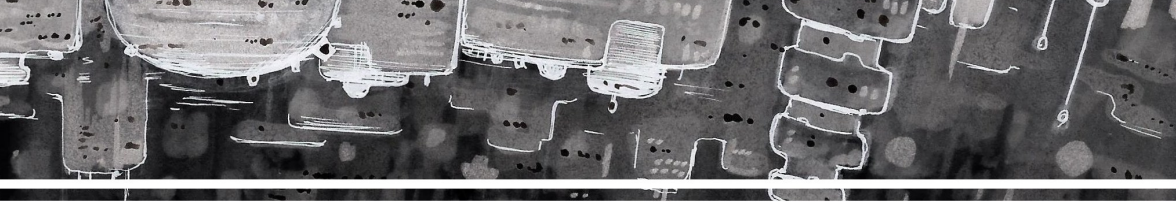
Archetypes come with a CP cost for point-buy purposes. The cost reflects any traits and adjustment to starting scores (attribute and skill):

- Attribute adjustments (for origins) have costs factored as if applied to an average score of 2. (So, a +2 to VIT would add 7 points to the total cost.)
- Skill adjustments (occupation and origin) are factored as if bought from 0. (This can lead to a slight discount if you get overlapping skills from both.)

If you're using an occupation archetype with random creation, you will only get a number of random skill rolls (per the *Skills* section) **equal to your APT** and you will get **one less** skill trait roll (per the *Skill Traits* section). If you're also starting with a higher CRUX die, increase each skill listed with the occupation by +1 per die increase beyond d4. (So, if starting with a d10, two of the listed skills will have a score of 5 and the other three will have a score of 4.)

OCCUPATIONS





1. ENGINEER (CP: 10)

SKILLS

- Academics (APT) 2
- Domestics (APT) 1
- Medicine (APT) 1
- Strength (BUL) 1
- Technical (APT) 2

SKILL TRAITS

- Gearhead

2. INVESTIGATOR (CP: 10)

SKILLS

- Alertness (PRE) 1
- Intuition (APT) 2
- Larceny (APT) 1
- Willpower (PRE) 1
- Wordplay (PRE) 2

SKILL TRAITS

- Jack-of-All-Trades

3. MAGE (CP: 10)

SKILLS

- Academics (APT) 1
- Magic (APT) 2
- Medicine (APT) 1
- Intuition (APT) 1
- Willpower (PRE) 2

SKILL TRAITS

- Sorcery

4. OUTLAW (CP: 10)

SKILLS

- Alertness (PRE) 1
- Athletics (VIT) 2
- Fighting (VIT) 1
- Shooting (VIT) 1
- Larceny (APT) 2

SKILL TRAITS

- Footpad

5. SOLDIER (CP: 10)

SKILLS

- Alertness (PRE) 2
- Athletics (VIT) 1
- Domestics (APT) 1
- Shooting (VIT) 2
- Survival (APT) 1

SKILL TRAITS

- Careful Aim

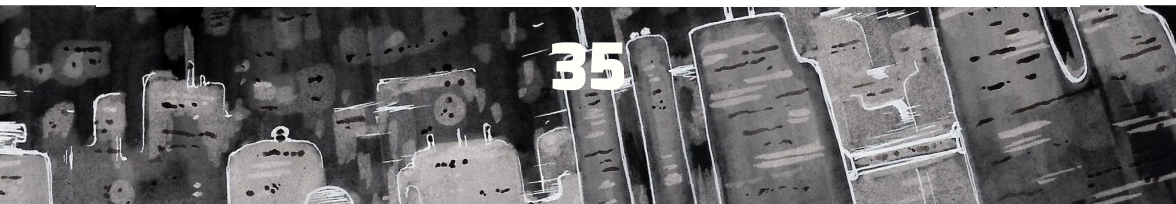
6. WARRIOR (CP: 10)

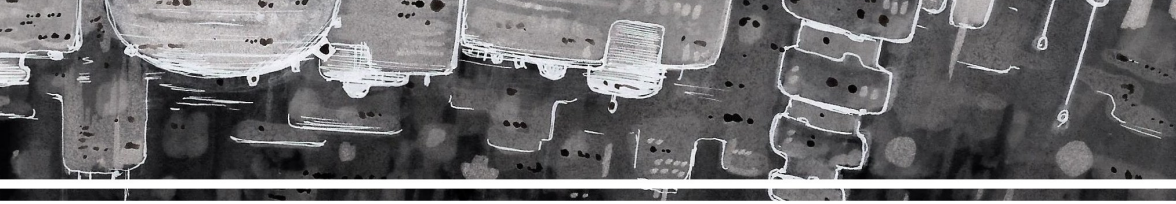
SKILLS

- Alertness (PRE) 1
- Athletics (VIT) 1
- Fighting (VIT) 2
- Strength (BUL) 2
- Willpower (PRE) 1

SKILL TRAITS

- Duelist





1. DWARF (CP: 11)

ATTRIBUTE ADJUSTMENTS

- BUL -1
- PRE +1

SKILL ADJUSTMENTS

- Strength & Willpower +2

SPECIAL TRAITS

- Vigor 4

PERSONALITY

O -2 / C +2 / E -2 / A +0 / N +1

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2. ELF (CP: 10)

ATTRIBUTE ADJUSTMENTS

- VIT +1
- PRE +1

SPECIAL TRAITS

- Paragon (VIT & PRE)

PERSONALITY

O -1 / C +2 / E -1 / A +1 / N -1

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3. GOBLIN (CP: 1)

ATTRIBUTE ADJUSTMENTS

- BUL -2
- VIT +1
- PRE -1

SKILL ADJUSTMENTS

- Alertness & Athletics +1

SPECIAL TRAITS

- Night Vision

PERSONALITY

O +1 / C -2 / E +1 / A -1 / N +2

4. HUMAN (CP: 1)

SPECIAL TRAITS

- Adaptive

PERSONALITY

All / +0

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5. TROLL (CP: 38)

ATTRIBUTE ADJUSTMENTS

- BUL +3
- VIT -1
- PRE -1
- APT -1

SKILL ADJUSTMENTS

- Strength +4

SPECIAL TRAITS

- Hulking
- Natural Weapons (Cut)
- Night Vision
- Regeneration
- Susceptibility (Burn) 5

PERSONALITY

O -1 / C -2 / E +1 / A -2 / N -1

---

6. REVENANT (CP: 22)

(Combines with a living origin/1-5)

SKILL ADJUSTMENTS

- Strength +2
- Willpower +1

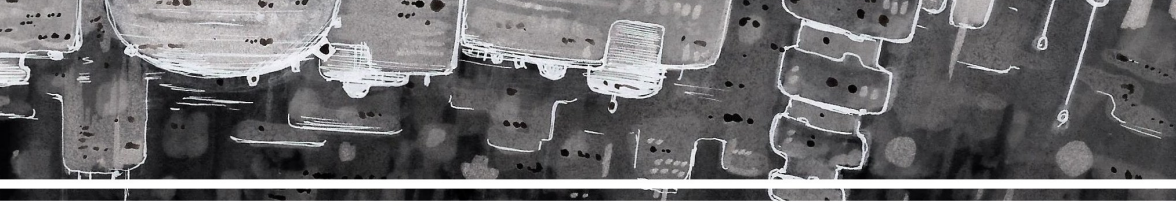
SPECIAL TRAITS

- Undead
- Unyielding 2

PERSONALITY

O +0 / C +0 / E -1 / A -2 / N +2

SPELLS



If you have the **Magic** skill, you can take spells as special abilities. You could easily redefine these into any kind of supernatural power (psionics, miracles, anomalies from tampering with super-science, et cetera), re-naming the skill and even changing the root attribute.

CASTING SPELLS
To cast a spell, the character uses one action and loses 1 HP (or mana, if they have it).

If casting while at 0 HP, the spell effects will be resolved before the character is taken below 0.

STACKING EFFECTS: Aside from spells that deal damage or heal HP, lasting effects from the same spell will not stack with multiple castings. For example, a subject could not be *Cursed* twice at one time. If *Protection* were cast on the same subject twice and the same damage type was chosen, they would only benefit from the highest Magic test result.

FREE ACTION SPELLS
Some spells may be cast as a free action (as prompted). These still cost HP (or mana), and may be used once per instance.

SPELL ATTACKS Spells used to attack also count as attack actions whenever attacks are referenced.

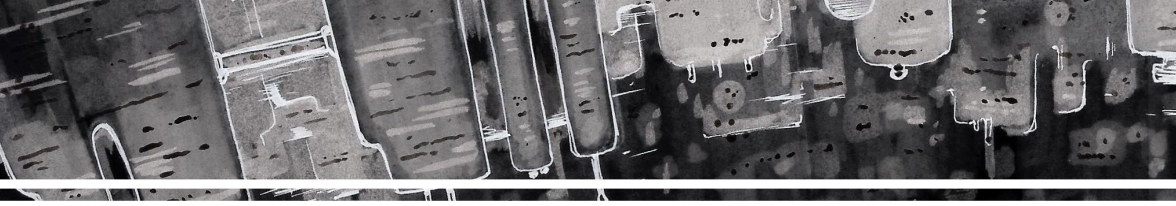
MAINTAINED SPELLS If listed with a **maintained** duration, a spell's effects may persist as long as the caster spends an action to do so at the start of their turn.

SPELL EFFECTS & EQUIPMENT
Unless otherwise stated, a spell that benefits a subject will include their equipment when applicable (though the GM could place limitations).

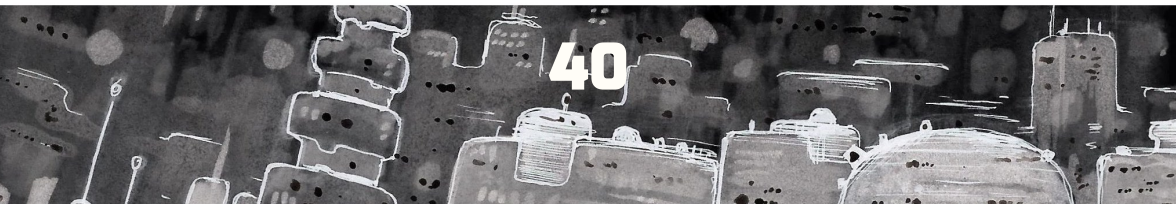
POINT-BUY/RANDOM
Spells count as skill traits and may be taken in place of those outlined in the *Skill Traits* section whether spending CP or EXP.

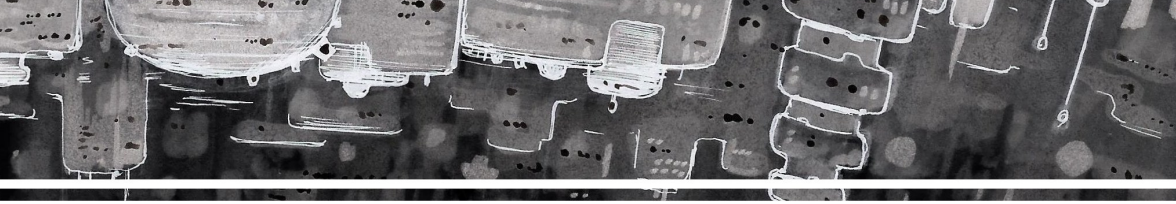
If using random creation, you may roll a **d20** for a spell in place of rolling for a skill trait.

CUSTOM SPELLS
The following 20 spells are just a few examples and you should use them as inspiration when creating your own custom content. In addition to spells, you could create any number of custom skill traits that enhance a spell's casting or effects.



1. **AEGIS** Cast as a free action to re-roll a defense test. You may use your Magic modifier in place of your usual defense modifier.
2. **BLESS** Cast on yourself or an adjacent ally. The recipient may re-roll their next CRUX die result of 1.
3. **CLAIRVOYANCE** Choose a single increment within a place you can recall from memory. You may detect the area and cast spells as if you were standing in the increment as **maintained**.
4. **CONVERSION** Cast as a free action to change the damage type for an attack that you may detect (including an attack you make).
5. **CURSE** Test Magic against Willpower with a subject you can detect. If you win, they become **cursed**. A *cursed* character must roll a d4 in addition to their CRUX die, taking the lowest available result. Once the d4 scores a 4, the curse effect is removed.
6. **DEATHGRIP** Your unarmed attacks deal +d20 Hex damage as **maintained**.
7. **DISPEL** Remove all current spell effects from a subject you can detect. You must make a Magic test to dispel any effects with a numeric value (such as from the *Protect* spell) and any such effects that are below your score will be dispelled.
8. **DOMINATE** Test Magic versus Willpower with a sentient subject you can detect. If successful, you may control the subject's actions as **maintained**, provided you continue to detect them. The subject may force the opposed test again at the start of their turn.
9. **ELEMENTAL BOLT** Deal d8 Burn, Freeze, or Shock damage at range 24. Use Magic skill to attack.
10. **ELEMENTAL LASH** Deal d12 Burn, Freeze, or Shock damage at range 6. Use Magic skill to attack.
11. **GHOSTFORM** Gain the effects of the *Incorporeal* special trait as **maintained**.
12. **INVIGORATE** Choose a living subject you may touch and make a Magic test. Grant a bonus to BUL and VIT tests equal to 1/5 of the result (round down) as **maintained**.
13. **PORTAL** Open a doorway to a place you can vividly recall from





memory (GM discretion). The doorway stands up from the ground (as a standard door) and may be placed anywhere you can detect. The doorway is circular, and will have a radius in increments up to the result of a Magic test. The doorway will remain in place as **maintained**.

14. **PROTECT** Cast on yourself or a subject you may touch. Choose a damage type and make a Magic skill test, granting the result as bonus RES against that type the next time it would be inflicted.
15. **RESTORE** Make a Magic test and heal HP for a living subject you may touch by 1/5 of the result (round down). (This spell will not heal a being capable of casting spells unless mana is spent to cast instead of HP.)
16. **SUMMON** Make a Magic test to conjure a magical construct in the shape of a chosen being (see opposite) into a position within range 1. The being will stay and act as you decide as **maintained**. Summoned beings disappear (along with any summoned equipment) once the spell is over.
17. **TELEKINESIS** You may use your Magic modifier in place of Fighting and Strength to grapple or push subjects you can detect as **maintained**.
18. **TELEPATHY** Communicate mentally (regardless of language) with others you are able to detect as **maintained**.
19. **TELEPORT** Move directly to another point you can detect.
20. **VERITY** Cast as a free action to re-roll an attack test. You may use your Magic modifier in place of your normal attack modifier.

SUMMONED BEINGS

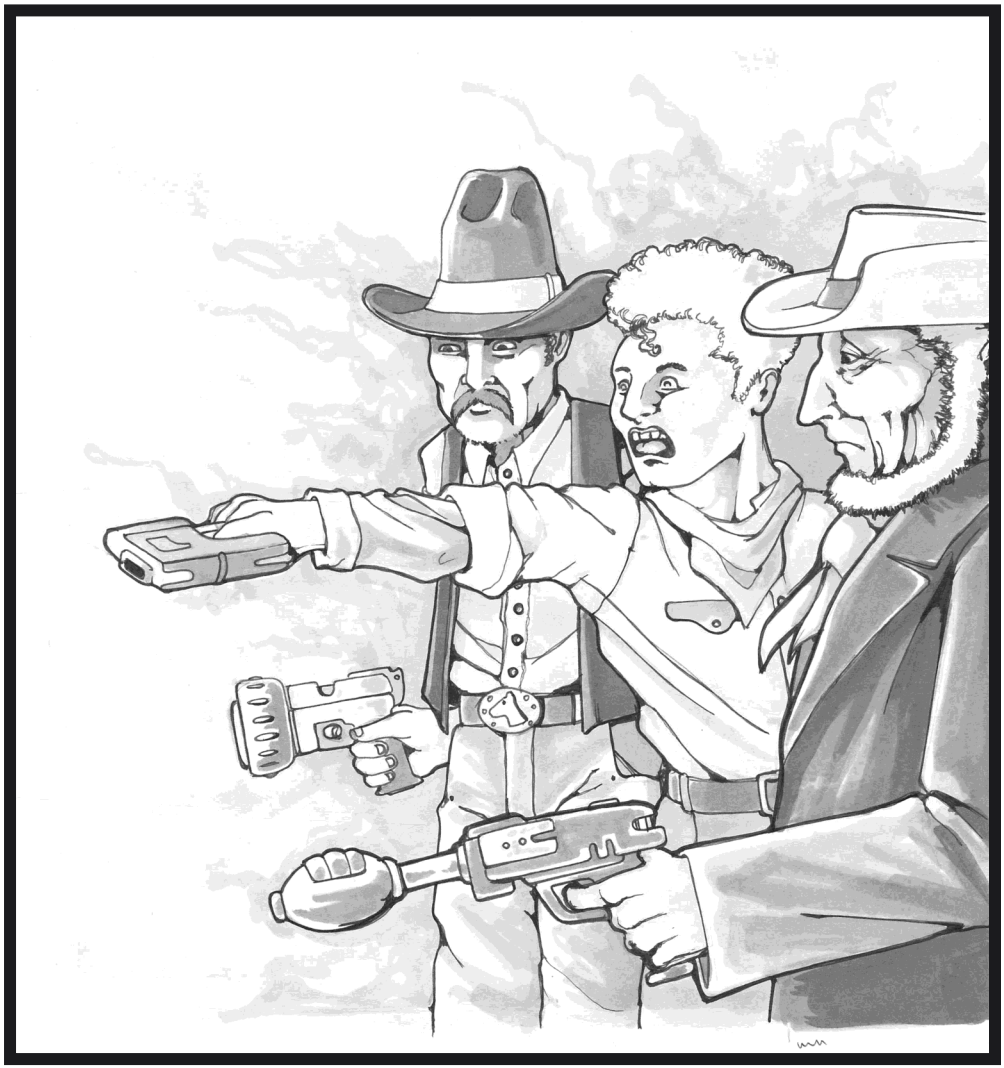
Define a being built from a number of CP divisible by 10 when a *Summon* spell is created (or learned). Include the being's name in the spell title; e.g. "*Summon Goblin Warrior*."

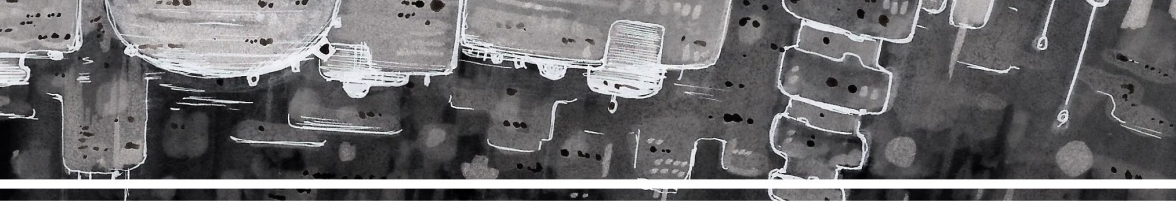
The Magic DV is d10 + 1/10th of the being's total CP cost (round up):

- ***Success:*** The being is summoned as acts as you decide.
- **Failure:** The spell fails.
- **Critical Failure:** The being is summoned, but is hostile to you and remains until you or it dies.

Summoned beings never gain EXP, but the caster may spend their own EXP to enhance the being profile.

EQUIPMENT





The weapons, armor, tools, and other equipment you use in your games will depend on what you want from your setting. In the following pages, we'll list primitive and advanced weapons, armor, and devices.

EQUIPMENT & ENCUMBRANCE
Without special items (such as pouches and packs), a character may only carry a number of items equal to **BUL + Strength +2**.

A character may have an item equipped to each hand. They can equip an item to their body (such as armor) and head (helmet). Some items could list other requirements (wrist, feet, back, et cetera).

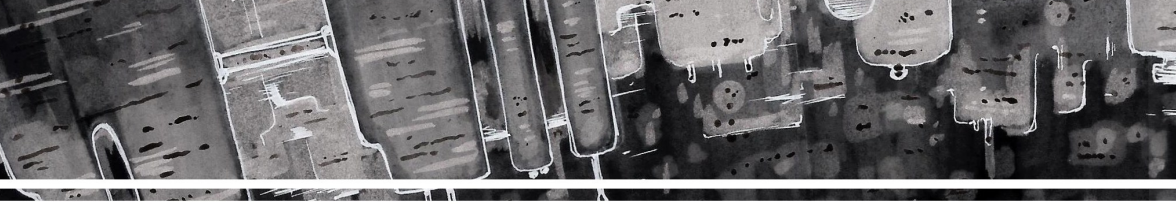
STARTING EQUIPMENT
The GM may decide how to handle this stage in character creation in a number of ways. Here are a couple of suggestions:

- **POINT-BUY:** Players purchase starting equipment, either with their CP or from a separate pool of CP that may only be spent on equipment.
- **RANDOM:** Characters roll dice (two CRUX die rolls works well) to determine rolls, then use those rolls on tables of their choice.

WORN ITEMS & BULK
Some items (like armor) may be tailored to a BUL score. A character could wear something within one score point, but will apply -1 SPD and disadvantage to VIT tests.

SPECIAL EQUIPMENT TRAITS

- **ADJUSTMENTS** Some items may apply a bonus or penalty to certain skills, SPD, or even to Shooting range.
- **AMMO (AM)** The number of attacks that may be made before the weapon needs to be reloaded (generally 1 action to do so).
- **BLAST (X)** This attack will affect the target and anything within (X) increments of one increment occupied by the target. (To account for successfully evading a blast area, the GM may require the character be moved to the nearest place of safety.)
- **BURST D(X)** Spend an extra action to attack and roll the associated die. Add that value to the attack roll. This attack will affect the target and anything within one increment of them. A weapon may only use Burst once per round. Subtract ammo equal to the burst roll.



- **CRIT PROTECTION (X)** Attacks require a +(X) differential to hit you with critical success.
- **DAMAGE (DMG)** The damage dice tested after successfully attacking with the weapon.
- **DANGEROUS** Damage yourself on an attack die roll of 1.
- **DEFENSE (DEF)** Modifier to defense tests while equipped.
- **ENCHANTED (X)** Enchantment will modify equipment as follows:

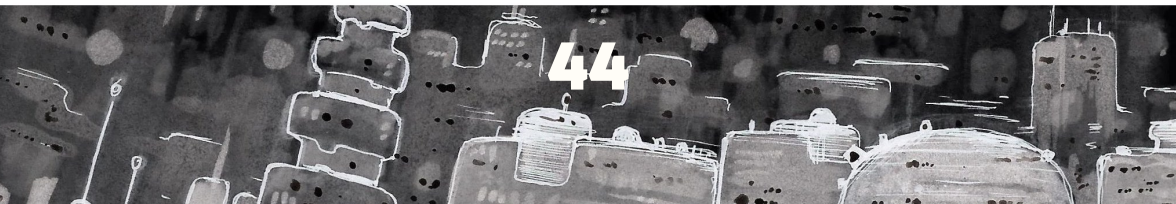
⇒ Weapons add +(X) to attack and damage (and to any applicable defensive values) and may deal Hex damage in place of listed types.

⇒ Ballistic weapons add +(X) to range as well.

⇒ Armor and headgear add +(X) to resistance or Crit Protection, and reduce penalties by (X).

⇒ Heft value is reduced by (X) for the purpose of calculating whether it may be wielded.

- **HANDS (HND)** The hands required to equip and use the item. Equipping a melee weapon with an extra hand (using a one-handed sword in two hands, for example) applies a +1 bonus to Strength skill score (potentially affecting Heft).
- **HEFT (HFT)** If Heft is higher than your Strength modifier, the item may not be equipped. (The GM could allow such a weapon to be equipped, applying disadvantage and/or a penalty equal to the differential if your group doesn't mind a little more rules complexity.)
- **POINT BLANK** Advantage when attacking within 1/2 range.
- **RANGE (RNG)** Attack range in increments.
- **RELOAD (X)** You must spend (X) actions to reload the weapon between attacks.
- **SCOPE** Double range if aiming.
- **RESISTANCE (RES)** Value subtracted from damage suffered. May apply to specific types too.
- **THROWN (X)** Use Shooting to attack at BUL + (X) range.
- **TYPE** Type of damage inflicted.



ARMOR/CLOTHING

PRIMITIVE				
d20	**ARMOR**	**RES**	**SPECIAL**	**CP**
1-7	Cloth	1	+2 vs Smash	6
8-9	Finery	0	+2 Wordplay (in some circles)	2
10-14	Leather	2	+2 vs Smash	10
15-18	Mail	4	+2 vs Cut, -2 vs Smash, -1 Athletics/SPD	14
19-20	Plate	5	+2 vs Cut/Pierce, -2 Athletics/SPD	20

d6	HELMET	CRIT PROT	SPECIAL	CP
1-2	Fancy Hat	0	+2 Wordplay (in some circles)	2
3	Greathelm	2	-2 Alertness/Shooting range	6
4-6	Helm	1	-1 Alertness/Shooting range	3

ADVANCED				
d20	**ARMOR**	**RES**	**SPECIAL**	**CP**
1-4	Ballistic	6	+2 vs Pierce, -1 Athletics/SPD	24
5-6	Enviro-Suit	8	-2 Athletics/SPD (life supports/oxygen)	36
7-9	Hazard Suit	2	+4 vs Burn/Corrode/Freeze/Irrad./Shock	28
10	Power-Armor	10	-4 vs Shock, Crit-Protection 1, +2 Strength	47
11-12	Stealth-Suit	1	+2 vs Smash, +2 Stealth (specialty skill)	8
13-20	Workwear	2	+2 vs Cut/Smash	12

d6	HELMET	CRIT PROT	SPECIAL	CP
1	Enviro-Helmet	3	(life supports/oxygen)	15
2-3	Tactical Helmet	2		10
4-6	Work Helmet	1	RES +2 vs Concuss/Smash	9

BALLISTIC WEAPONS

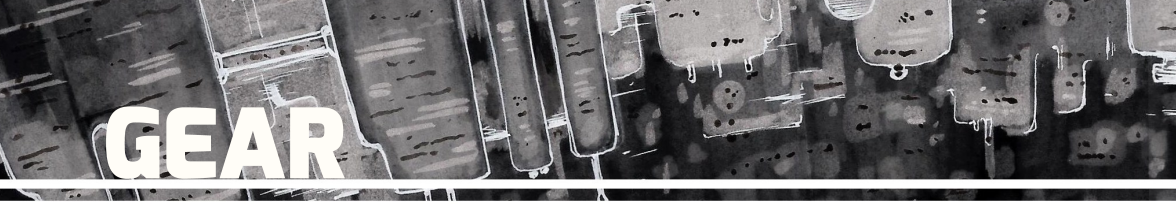
PRIMITIVE							
d8	WEAPON	DAM/TYPE	RNG	HND	HFT	SPECIAL	CP
1-2	Bow	d8 Pierce	24	2	2	Reload 1	11
3-4	Crossbow	d12 Pierce	16	2	1	Reload 2	13
5-8	Sling	d6 Smash	12	1	1	Reload 1	7

ADVANCED								
d20	WEAPON	DAM/TYPE	RNG	HND	HFT	AM	SPECIAL	CP
1	Assault Rifle	d10+5	24	2	2	30	Burst d10	43
2	Auto-Pistol	d8+4 Pierce	10	1	1	17	Burst d6	30
3	CED	d12 Shock	4	1	0	1	Non-Lethal	12
4	Flamer	d20 Burn	6	2	3	50	Bust d4	28
5-6	Handgun	d8+4 Pierce	12	1	1	15	Point Blank	19
7	Laser Pistol	2d6+6 Burn	25	1	1	25	Point Blank	31
8	Laser Rifle	2d8+6 Burn	50	2	1	50	Scope	37
9	Minigun	d12+4 Pierce	36	2	4	200	Burst 2d12	73
10	Machinegun	d8+4 Pierce	18	2	1	75	Burst d20	58
11	Plasma Gun	d20+8 Burn	15	2	3	8	Dangerous	36
12	Pulse Gun	2d6+2 Shock	32	2	1	22	Bust 2d6	45
13	Railgun	3d6+4 Pierce	48	2	2	100	Burst 2d4	49
14-15	Revolver	d10+5 Pierce	10	1	3	6	Point Blank	23
16-17	Rifle	d10+4 Pierce	30	2	1	10	Scope	24
18	RPG	d20xd4 Conc.	60	2	4	1	Blast 3	79
19-20	Shotgun	d12+2 Pierce	14	2	2	2	Point Blank	20

MELEE WEAPONS

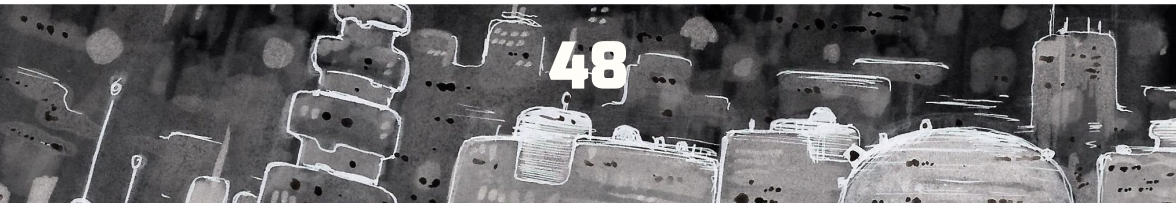
PRIMITIVE							
d12	**WEAPON**	**DAM/TYPE**	**RNG**	**HND**	**HFT**	**SPECIAL**	**CP**
-	Unarmed	d4+BUL-2 Smash	0	-	-	Non-Lethal	-
1	Axe	d10+BUL Cut	1	1	3		11
2	Club	d4+BUL Smash	1	1	2		5
3	Great Axe	d12+BUL Cut	1	2	4		12
4	Greatsword	d10+BUL Cut*	1	2	3	*or Pierce	11
5	Hammer	d8+BUL Smash	1	1	3		9
6	Knife	d4+BUL Cut	0	1	1		4
7	Mace	d6+BUL Smash	1	1	2		7
8	Maul	d10+BUL Smash	1	2	4		10
9	Shield	d4+BUL-2 Smash	0	1	2	DEF +1	4
10	Spear	d6+BUL Pierce	2	1	2	Thrown 4	10
11	Staff	d4+BUL Smash	2	2	1		5
12	Sword	d8+BUL Cut*	1	1	2	*or Pierce	10

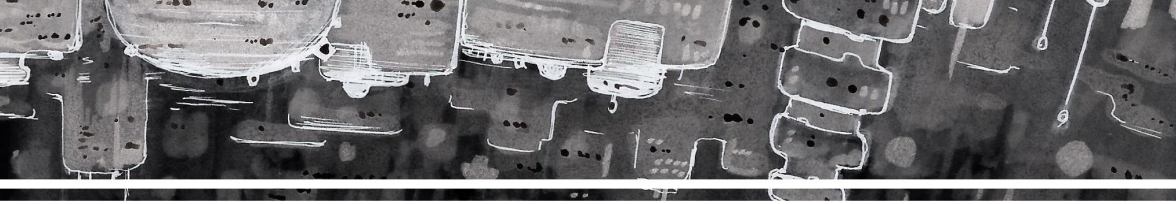
ADVANCED							
d10	**WEAPON**	**DAM/TYPE**	**RNG**	**HND**	**HFT**	**SPECIAL**	**CP**
1	Chainsaw	2d6+BUL Cut	1	2	3	Dangerous	10
2	Laz-Sword	d20+BUL Burn	1	1	1	Dangerous	19
3-4	Shock Baton	d8+BUL Smash*	1	1	1	+d8 Shock	18
5-6	Sledge	d10+BUL Smash	1	2	3		10
7-9	Trench Knife	d6+BUL Cut	0	1	1	Thrown 2	7
10	Vibra-Blade	2d8+BUL Cut*	1	1	1	*or Pierce	17



PRIMITIVE			
d12	**ITEM**	**EFFECTS**	**CP**
1-2	Pack	+4 carry capacity (equips to *back*)	4
3-4	Pouch	+2 carry capacity (up to two can equip to *waist*)	3
5-6	Rations	Food and water for seven days	1
7	Rope	Advantage to climb (makes some tests possible)	1
8-9	Sack	+6 carry capacity (1 HND)	3
10	Spell Scroll	Cast scribed spell (1 HND, 2 actions/1HP, one use)	5
11	Talisman	Mana 10 (destroyed at 0 mana)	10
12	Torch	As club +d6 Burn, provides light (single use)	3

ADVANCED			
d20	**ITEM**	**EFFECTS**	**CP**
1-4	Ammo	Resupply a weapon (*cost = 1/10 weapon)	*
5-6	Data-Pad	Advantage to knowledge-based tests (1 HND)	5
7-9	Energy Cell	Re-power a compatible device or energy weapon	2
10-11	Flashlight	Illuminate small area where pointed (1 HND)	5
12	Force Field	50 bonus HP (equips to belt or similar)	50
13-14	Gas Mask	Immune to most inhaled toxins (equips to *face*)	5
15	Gizmo	Replicate a spell effect (uses Technical/1 HND)	15
16-17	Grenade	3d10 Concuss, 1 HND, Thrown/Blast 2 (one use)	13
18	IR Goggles	Grants *Night Vision* (equips to eyes)	5
19	Jetpack	Grants *Flight*, use d20 to rush (equips to back)	30
20	Tac-Visor	Advantage to attack at range 3+ (equips to *eyes*)	15





CUSTOM EQUIPMENT

If you can't find the right equipment in the lists, why not create your own?

DAMAGE The cost for damage is equal to the max die values. Melee and thrown weapons generally add BUL to damage, but this is not included (the character is already paying for these things). Be sure to select an appropriate damage type as well. Cut, Pierce, and Smash are the most common, but there are some others that might apply. Add +1 to cost for each extra damage type. Damage modifiers add double their value to cost.

RESISTANCE Increase cost by total resistance value x 4. Increase or decrease by value x 1 for any special modifiers based on specific damage types. Use 1/2 die value (round down) x 4 for dice.

RANGE Increase the cost by the range value for melee weapons. Increase cost by 1/6 of the item's range (rounding up) for ballistic weapons.

HANDS -1 cost for a two-handed weapon.

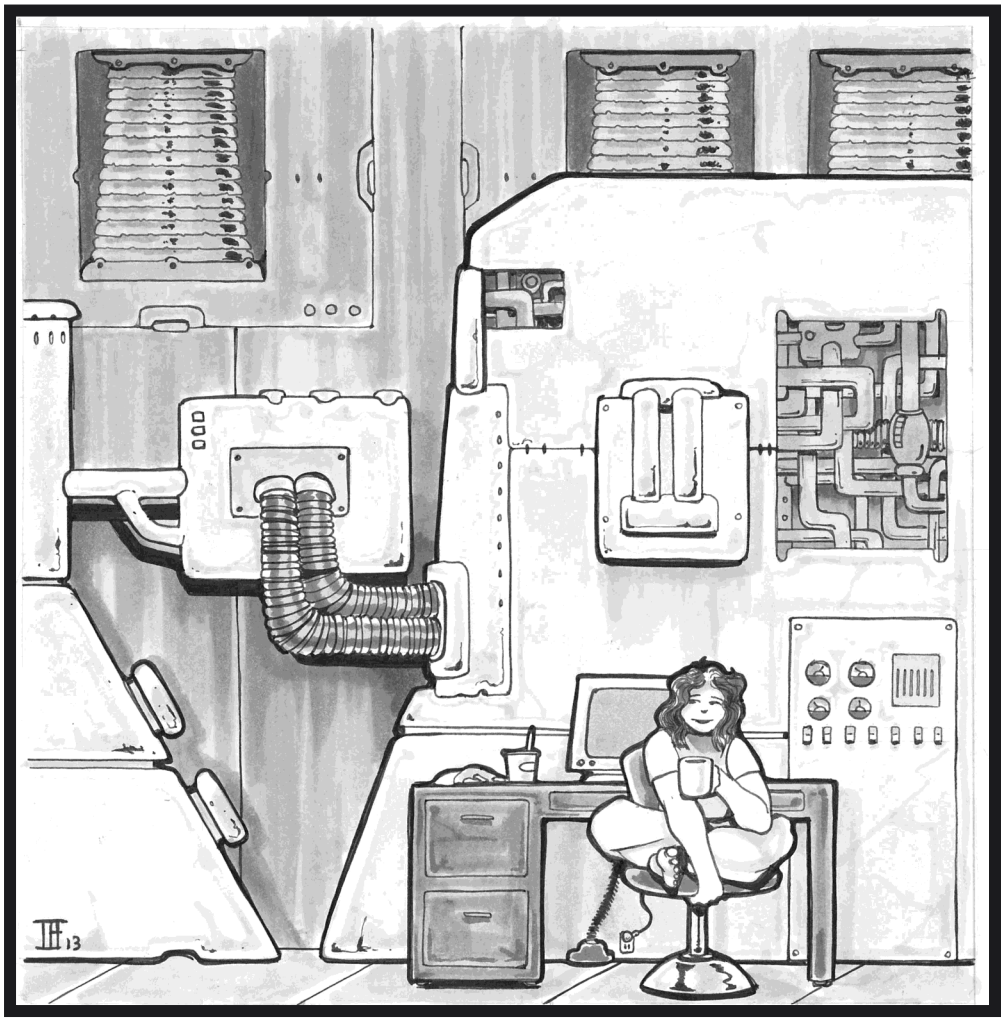
ATTRIBUTE/SKILL MODIFIERS Armor and headgear (or really any cumbersome item) may apply penalties, usually to SPD or the Alertness or Athletics skill. Reduce cost by the total penalties applied. For positive modifiers, increase cost by the value x 2.

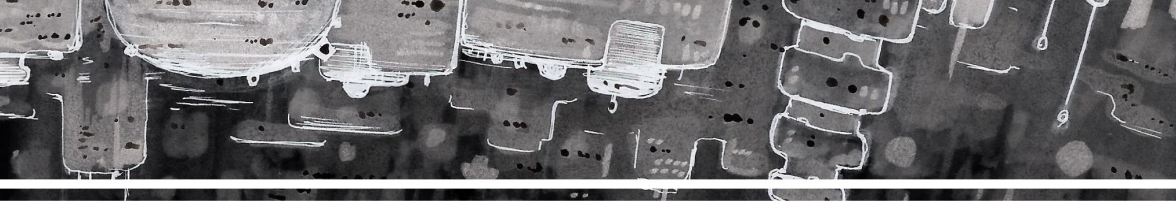
HP Increase cost by the value granted, or decrease by a value reduced.

RUSH DIE If equipment gives you a new rush die, increase cost by max die value.

SPECIAL TRAITS

- **AMMO** None
- **BLAST (X)** +(X)x10
- **BURST D(X)** + max die x 2
- **CRIT PROTECTION** +(X) x 5
- **DANGEROUS** -2
- **DEFENSE (X)** +(X) x 4
- **ENCHANTED (X)** +(X) x 5
- **HEFT (X)** None
- **NON-LETHAL** None
- **POINT BLANK** +1
- **RELOAD (X)** -(X)
- **SCOPE** +1
- **SINGLE USE** 1/4 total item cost (round up)
- **THROWN** +1/2 (X) (round up)





The gamemaster (GM) has a different role than the other players. As GM, you will run the game!

It will be up to you to:

- set the stage for play.
- know the rules.
- ad hoc custom rulings.
- narrate events.
- offer player choices.

SETTING THE STAGE

The GM might run a game with a pre-written module or use material created with the rest of the group, but often it will be up to the GM to create the game world that the players will explore through their characters. If you're getting ready to GM a game, you should:

- have a document detailing common setting lore and outlines for character creation.
- sketch out a rough storyline for the players to experience.
- generate non-player characters (NPCs) to populate your story.
- work with the players to make their characters. Keep a dialogue going about how their characters might fit into the world you've created and (this is important!) be open to ways they might shape it even further.

ADJUDICATING THE RULES

As the lynchpin of the group, you'll have a decent understanding of the rules. You don't have to know them to the letter and you should make it a group effort to look things up when something is in question. This is a great way for everyone to learn how to play. That said, there will inevitably be things that come up that won't be explicitly covered. In these moments, the GM has the final word and this is a good opportunity to solidify house rules. (A d100 roll vs a fitting % value works great.)

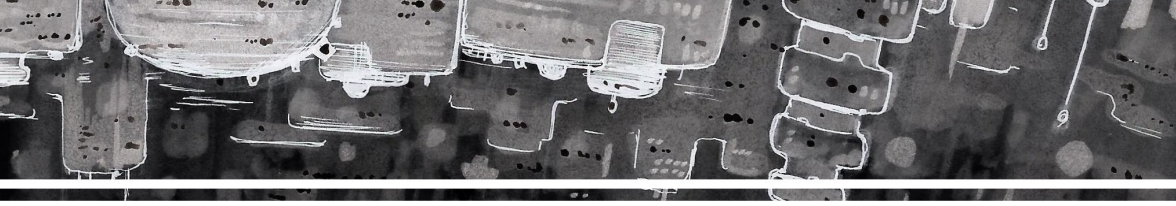
NARRATION

This is where the rules and story come together to make something real. As GM, you will narrate events as they unfold, keep track of timelines, set DVs for tasks, and control the actions of NPCs, all while being mindful of how these events will impact the PCs and giving them ample opportunities to choose how to interact with the story as it unfolds.

CURATE, CURATE, CURATE

This book has a lot of material. As GM, it is completely within your purview to cherry pick the character options and game mechanics that will be included in your game.

TIME
EXPIRED



Players can (and should) find ways around fighting, but sometimes you're in for a scrap. This can be an exciting part of the game and a lot of rules complexities are devoted to resolving these conflicts.

MAPS & INCREMENTS

To create a battle map you could use elaborate set-ups with miniatures, scribble something out on paper, or do anything in between. In the game, "increments" are used to describe a unit of space roughly equal to 1.5 meters or 5 feet. If you want to get into the nitty gritty, you could measure these out in inches, grid map cells (either squares or hexes), or use graph paper.

When using a grid, **range 0** requires an adjacent (non-diagonal) grid cell, or for miniatures to be in contact (base-to-base counts).

INITIATIVE

Each character makes a **PRE** (**Alertness**) test. Record those values in descending order. In the case of ties, roll off and establish an order at that initiative value.

Starting with the highest result, each character will take their turn. After everyone has acted, a new round begins in that same order.

ACTIONS

A character's turn in the initiative queue is when they are "activated," allowing them to take actions before passing on to the next character.

Each character may use up to 2 actions during their turn. An action can be used to attack, move, cast a spell, or do anything else that references spending actions.

The GM may determine that interacting with environmental elements can take one or more actions. This could be just about anything: pulling a lever, opening a door, operating a computer console, et cetera. Using these kinds of actions will sometimes prompt a skill test as well.

MOVEMENT

MOVING

A character may use an action to move up to one increment per point of **SPD**. For example, a character with 5 **SPD** could move up to 10 increments if they spent both of their actions on movement. Some considerations:

- A character may **RUSH** once per turn, adding a **d4 roll** to their **SPD** for one move action.
- A character that uses two consecutive move actions may **CHARGE**, gaining a free melee (or thrown weapon) attack after moving.
- Moving through an ally costs +1 SPD per increment. (You can't move through enemies.)
- Rough terrain (uneven or slippery ground) costs +1 SPD per increment. Climbing and swimming costs +3.

SWAPPING EQUIPMENT

A character may equip an item (such as a weapon) to each hand. Changing an item out costs a single action, during a turn, but hand-equipped items may be swapped freely at the start of a character's turn. Certain items (such as armor) may take quite longer to swap out, and this will be up to GM discretion.

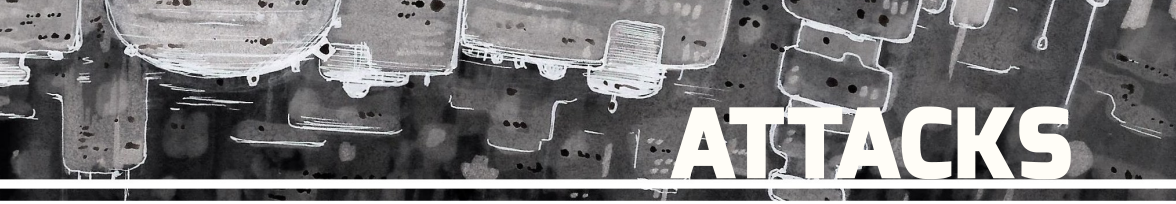
STEALTH

Any character may announce that they are using stealth at the start of a move action provided they have cover from potential enemies. Stealthing costs +1 **SPD** per increment moved.

If an enemy attacks a stealthing character that would benefit from cover they must first make an Alertness test opposing an Athletics test made by the stealthing character. If they win, the stealthing character may be attacked normally. If they lose, the attacker loses their action.

A character attacking from stealth will also prompt an Alertness test from the target. If the target fails to beat their stealth test, they will be **helpless**.

A character is no longer considered to be stealthing once they have been attacked, have made an attack, or if an enemy starts their turn within full sight of the stealthing character.



ATTACKS

ATTACKING

- To attack, choose a target within range and make an **attack** test (**VIT** + **Fighting** or **Shooting** skill).
- To defend against an attack, make a **defense** test (**VIT** + **Athletics**). If your test meets or exceeds the attacker's, you avoid the attack.

HELPLESS DEFENDERS

A **helpless** (or unaware) character defends with their raw CRUX die (no modifiers).

DAMAGE

If an attack hits, test for damage based on the weapon. The defender will subtract that value from **HP**, minus any means of reducing it.

RESISTANCE

Armor and similar means may provide resistance to damage, reducing it by the value. This may be based on the type of damage listed (Cut, Pierce, Smash, et cetera), but some Resistance values apply to all damage types affected by armor.

INJURY

A character at **0 HP** uses one less action each turn.

When taken below **0 HP**, they become **incapacitated**. They must then make an **injury roll** at the start of their next turn. Roll a d20 and subtract their negative **HP** value, then confer the result below:

0 or lower: The character dies/is destroyed
1-4: Incapacitated, lose d4 **HP**, test again in d20 hours
5-8: Incapacitated, lose d4 **HP**, test again next round
9-12: Incapacitated, regain d4 HP and lose d4 **HP**, test again next round
13+: Incapacitated, regain d4 **HP**, test again next round

An **incapacitated** character is **helpless** and can take no actions until they're back at 0 HP or higher.

EMERGENCY MEDICINE

Another character can spend 2 actions to attempt to heal an adjacent *incapacitated* character. The next time the character rolls on the injury chart, they may add the healer's **Medicine** modifier as a bonus. Only one healer's modifier may apply per roll. (If the **Emergency Medicine** specialty skill is used in place of Medicine, the injured character takes the best of two d20 rolls.)

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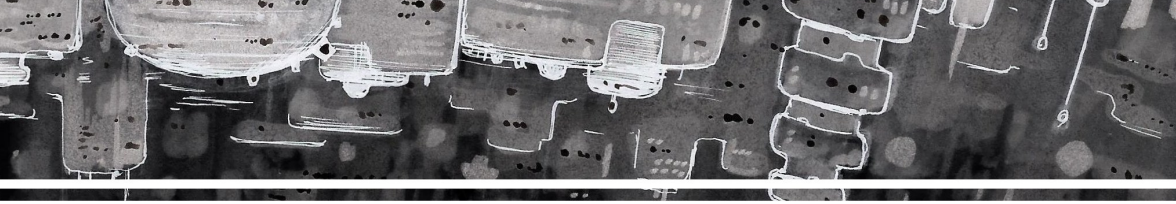


The following expand on the basic rules with new options for actions, defense, and crunchier tactics.

ADVANTAGE
Advantage and disadvantage (as covered in *Core Mechanics*) could be applied to attack and defense tests in the following ways:

An **attacker** will gain **advantage** when:

- they are on **higher ground**.
- the enemy's BUL is twice their own or greater.
- the enemy was the last character to make a defense test. This effect from **overwhelming** stacks until a different character makes a defense test.

A **defender** will gain **advantage** when:

- they are partially obscured by **cover**. (Stack instances from multiple sources.)
- the attacker's BUL is twice their own or greater.
- attacked at range 0 with a range 2+ weapon.

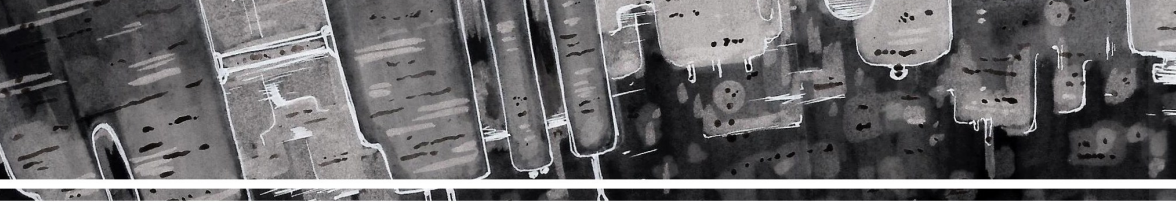
AIMING & BRACING
Any character may spend an action to **aim** or **brace**. The effects of multiple uses will stack. Instances only last until the end of the character's next turn or until after a non-aim or brace action is used.

- A character that **aims** will gain advantage to the next attack they make.
- A character that **braces** will gain advantage to defense tests.

BLOCKING
A character may use the **Fighting** skill to defend against a melee attack (in place of Athletics) unless the attacker's **Strength modifier** or **weapon Heft** exceeds their own.

CRITICAL HITS
If an attack has **critical success,** double the damage test result after rolling and applying modifiers.

DELAYING
A character may spend two actions during their turn to re-test initiative or move to a lower value of their choice. (List after a character already at that value.) They will act at the new value next round.



EXTENDED RANGE
Shooting attacks and ranged attack spells can go past their listed range value, applying **disadvantage** for each extra use of the listed range value. (one instance for up to double, two for up to triple, et cetera). If **disadvantage** would bring the die below a d4 (which it cannot), such an attack will automatically miss.

HANDEDNESS
Most characters are subject to "lateral preference" and are either right or left handed. Using one's "off hand" for a task (including making an attack) will apply disadvantage.

MOUNTS
Characters may ride animals (or vehicles such as motorcycles), provided the mount has a higher BUL score. While mounted, a character:

- uses the mount's movement rules.
- gains *advantage* to Fighting attacks made against non-mounted opponents with lower BUL than the mount.
- may use the mount's BUL in place of their own when dealing damage with a charge attack.
- suffers *disadvantage* to Shooting attacks.

TYPES OF DAMAGE
Damage is listed with a single-word descriptor. The following list covers the core types, but you could come up with more to suit your setting.

- **Burn** (heat damage, fire)
- **Concuss** (explosives, falling)
- **Corrode** (chemical, acid)
- **Cut** (edged weapons, tearing)
- **Disintegrate** (anti-matter)
- **Fatigue** (exhaustion)*
- **Freeze** (cold damage, frost)
- **Hex** (arcane magical attacks)
- **Irradiate** (radiation damage)*
- **Pierce** (pointy things, bullets)
- **Poison** (venoms, toxins)*
- **Shock** (electrical damage)
- **Sicken** (disease or rapid aging)
- **Smash** (blunt weapons)
- **Smite** (holy magical attacks)
- **Stress** (emotional/mental)*

*These damage types are not reduced by *resistance* (as from armor) unless the type is referenced.

WILD SWINGS
A character may spend two actions to make one attack as a "wild swing." The attack uses a d20, but mods from attributes or skills are not applied.

OPTIONAL RULES

BLOCK PENALTY
Instead of making blocking heavy attacks impossible, apply Strength and/or Heft differential as penalty.

ERRANT SHOTS
When an attack misses the intended target with **critical failure**, check if it hits something else. Starting with the closest possible target that makes sense for the attack, roll a d20. If rolling under the target's BUL, the attack will be made against them instead. If something is hit, they will defend against an unmodified d20 for the attack.

EXHAUSTION
Track an escalating DV for each living/breathing character during a conflict. The DV starts at 0, but increases by +1 each time an action is used. At the start of their turn they must test VIT + Athletics against the DV. Upon failure they will suffer Fatigue damage equal to the differential. A character may spend an action to catch their breath, reducing the DV by 1 instead.

GRAZES
Attacks that match defense deal 1/2 damage (round down) instead of missing.

GRIEVOUS INJURY
The GM rolls d100 each time damage is inflicted. If rolling under the value, they will come up with custom rules for a suitably grisly injury.

HIT LOCATION
After scoring a hit, roll a d10 and consult the following chart:

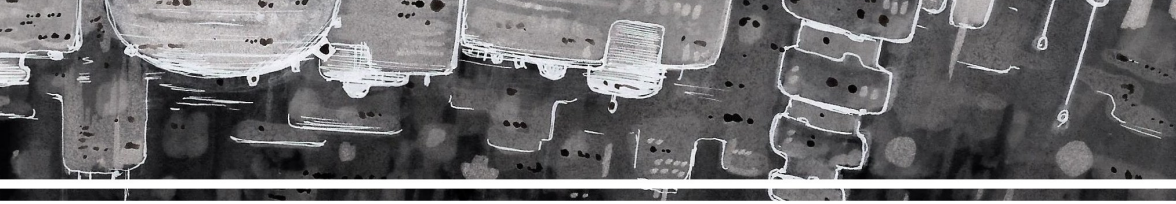
1: Leg (-d4 damage)
2: Leg (-d4 damage)
3: Arm (-d4 damage)
4: Arm (-d4 damage)
5: Torso (-d4 damage)
6: Torso (no adjustment)
7: Torso (+d4 damage)
8: Torso (+d8 damage)
9: Neck (+d6 damage)
10: Head (+d8 damage)

Before attacking, a character may take **disadvantage** to **call** their shot. If they hit, they may adjust the location up to the margin of success.

WOUND PENALTIES
A character suffers **disadvantage** to CRUX die while below 1/2 HP, another instance below 1/3, and one more below 1/4. They may **press** at the start of their turn with a d20 DV Willpower test:

- **Success:** Ignore penalties until the start of their next turn.
- **Failure:** d4 Fatigue damage.

IWF
IWF
IWF



Unarmed attacks deal d4+**BUL**-2 Smash damage at range 0.

GRAPPLING AND PUSHING
A character may attempt to **grapple** or **push** in place of making a regular unarmed attack. If the enemy is hit, make an opposed Strength test:

- **GRAPPLE:** A grappled character will be unable to act until they break the grapple (1 action and a successful opposed Strength test). A grappled character is helpless against attacks while the grapple is maintained (defending with raw CRUX die only). The character maintaining the grapple will suffer disadvantage to all tests against characters that they aren't grappling, but may freely release the enemy from the grapple at any point during their turn.
- **PUSH:** A pushed character is moved one increment away from their attacker. **Critical success** adds an extra increment.

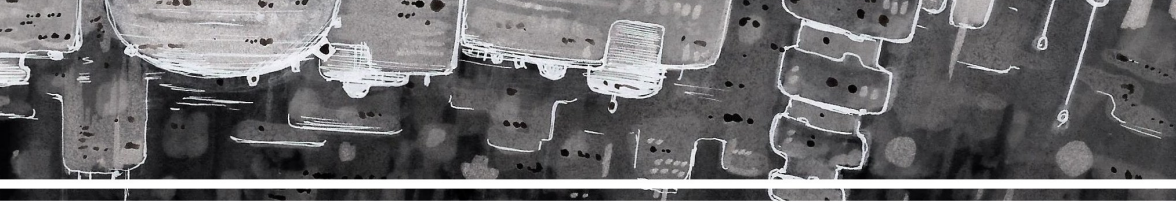
A character being attacked for a grapple or push can opt to be hit, skipping to the opposed Strength test. If they win, they may turn the attempt against the attacker as if they had initiated the attack.

BLOCKING UNARMED ATTACKS
Successfully **blocking** an unarmed attack with a melee weapon will deal that weapon's damage against the attacker. (Critical success on the block test is counted as a **critical hit.**)

INTIMIDATION
In place of making a normal attack, force an opposed Willpower test with an enemy in attack range. The loser will suffer disadvantage to all CRUX tests until the end of their next turn and will take d4 Stress damage (no armor) upon **critical failure**.

OPTIONAL RULE:
NON-LETHAL DAMAGE
Treat regular unarmed damage as **non-lethal**. Unless the damage brings them to -10 or lower, a character brought **below 0 HP** by a non-lethal attack is returned to **-1 HP** (after rolling for any special abilities that regain HP, such as the *Diehard* skill trait).

Non-lethal damage could be derived from other sources and (with GM permission) a character could take disadvantage to an attack to try to ensure that it deals non-lethal damage.



DISEASE/TOXINS
Diseases and toxins could impair HP, SPD, and even the core attributes, reducing them for the duration of the illness (or, in extreme cases, doing so permanently). Set DVs that suit contagion or the severity of the poison. Living beings resist disease with VIT and toxins with BUL.

DROWNING/SUFFOCATION
Each round that a living character is unable to breathe they must make an Athletics test against a DV equal to the number of consecutive rounds they have been without air. Failing this test will inflict 1 Fatigue damage. Critical failure will inflict d4 Fatigue damage.

For example, after one round, the DV is 1 (very difficult to fail). By the fifth round, however, the DV is 5, and so on.

ENVIRONMENTAL HAZARDS
Weather, starvation, and other conditions can greatly impact adventuring, inflicting damage without a successful Survival skill test or resource use. The exact effects will be up to the GM and they should tailor the DVs and damage types/values to fit the nature of the hazard.

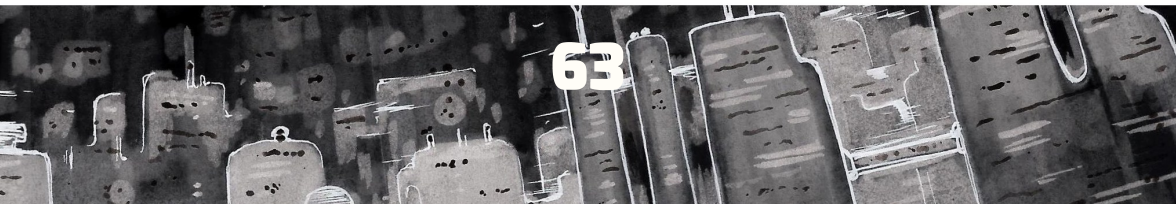
LEAPING
Leaping requires an action and a 2d6 DV Athletics test. With success, a character leaps one increment plus one more for every full five points by which they beat the DV. Vertical distance is halved (round down).

If a move action is used before a horizontal leap, add half the increments moved in a straight line (round down) as a bonus to the test.

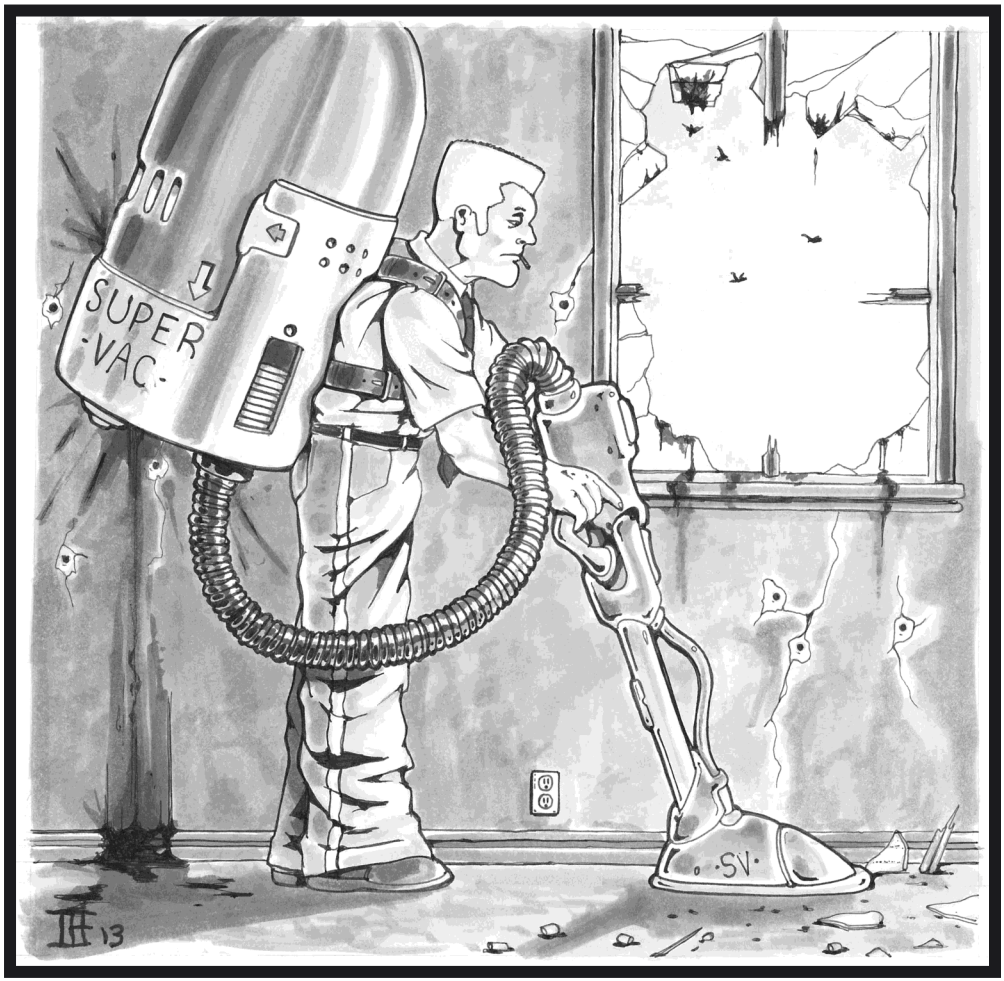
FALLING
Falling (or being hurled) deals d6 Concuss damage per increment. This damage is halved with a successful Athletics test (DV = damage rolled), or negated with critical success.

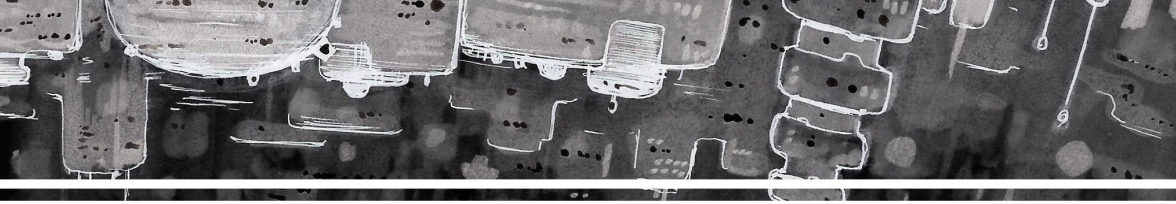
SLEEP
Living beings need a solid night's sleep and will suffer disadvantage to all attribute-based tests if they haven't. Each additional day of lost sleep will inflict d4 Fatigue damage.

STARVATION/DEHYDRATION
A living character will slowly perish without sufficient food and water, suffering d8 Fatigue damage per day without water and d4 Fatigue damage per day without food.



MORALE





Throughout their adventures, characters may face fear or be worn down by hardships, trauma, or even just the monotonous banality of a mundane existence. The Willpower skill is used to resist mental duress.

As a general rule, the GM will set an appropriate DV and the character will test against it. Failure will usually result in d4 Stress damage, with critical failure prompting other nastier effects.

OPTIONAL RULE: DREAD

Fear and mental degradation are important to horror games (or really any story with horrific elements). If you want to give these aspects more weight, introduce **Dread**.

If a fear or other traumatic Willpower test is failed, the character will gain *Dread* equal to the differential. Track *Dread* as it is accrued. Each time *Dread* is increased, roll d100. If you roll under your current *Dread* value, consult the opposite table with the differential to determine effects.

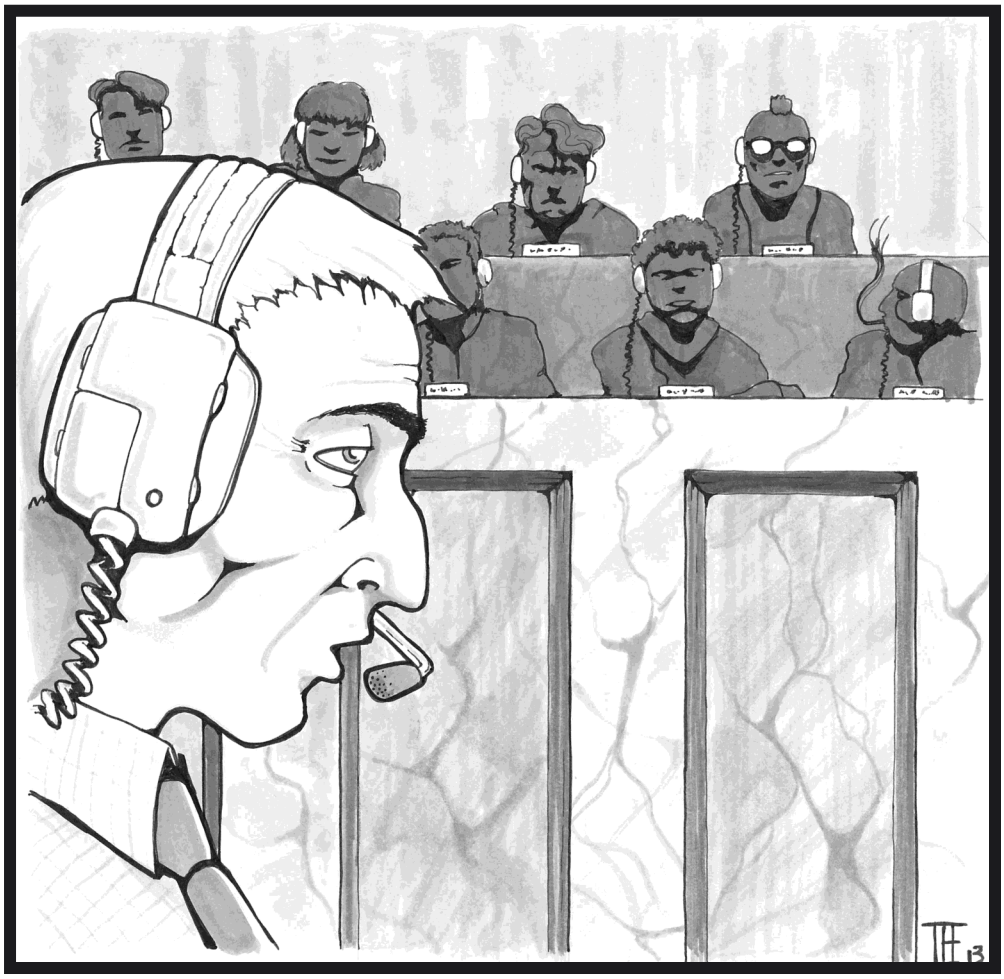
If a character's *Dread* exceeds 100, their mind will snap and they will become unplayable.

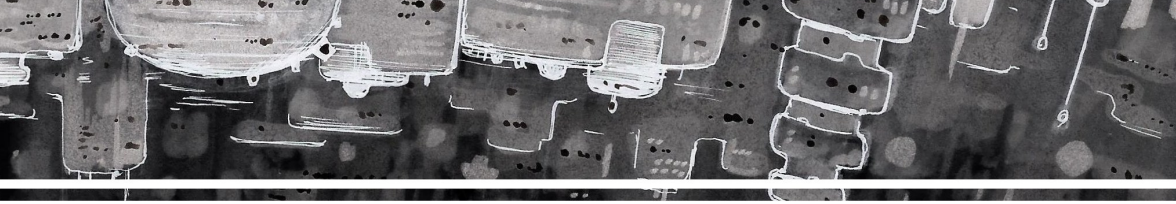
1-20	Disadvantage to tests until safety is reached
21-35	Fight or flight kicks in: Flee the source or fight it
36-45	Flee the source of your fear until you are safe
46-50	Permanently modify a random personality score by +d4-d4
51-55	d4 Stress damage
56-60	d6 Stress damage
61-65	d8 Stress damage
66-70	d10 Stress damage
71-75	d12 Stress damage
76+	d20 Stress damage

A character that scores a critical success to resist a *Dread*-inducing test reduces their *Dread* score by d20.

Dread may also be alleviated if the character focuses on well-being as a resting task (see *Downtime*), making a d20 DV Willpower test and reducing *Dread* by the margin of success. An ally could assist with this as a task, testing Medicine or Wordplay against a d20 DV and reducing it by the margin of success.

SOCIAL SITUATIONS





CHANGING HEARTS AND MINDS
If you want to determine how an NPC will respond to another character, consider giving them a reaction status. This status can be changed for the better with a successful Wordplay test, though could also be changed for the worse with critical failure.

Decide upon the NPC's starting attitude, then adjust it based on the Wordplay test. You could apply penalties or modifiers to this test based on any number of factors.

A proper diplomacy session usually occurs outside of active conflicts. If you're in a conflict, devoting two actions to an attempt at diplomacy and applying a -5 penalty makes the most sense. Despite the relative difficulty, a character will generally only need to get their opponent outside of the "hostile" range to broker a temporary peace.

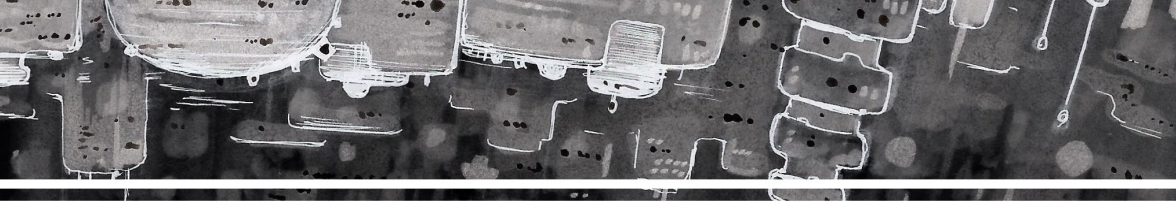
LANGUAGE BARRIER
While not knowing a language could apply major penalties to social interactions, a character could use the Academics skill to bypass such penalties. This is great when handling "first contact" scenarios.

LYING
Lying (or otherwise concealing the truth) requires a Wordplay (or Guile) test. This is resisted with Intuition (or Savvy).

NOTORIETY
Consider tracking the various factions your players interact with during the course of your campaign. If a character becomes famous (or infamous) with a given faction, they could accrue a situational modifier to social interactions with members. This is best kept secret from the players, allowing them to figure out their general standing through trial and error.

	HOSTILE	ALOOF	KINDLY	HELPFUL
HOSTILE	-	10 to14	15 to 19	20+
ALOOF	0 to 4	5 to 9	10 to 14	15+
KINDLY	-5 to -1	0 to 4	5 to 9	10+
HELPFUL	-10 to -6	-5 to -1	0 to 4	-

DOWNTIME



COOPERATION
Depending on the task, another character could pitch in, providing advantage to the one attempting the test. This could be automatic, or it could require a test from the assistant (with critical failure giving disadvantage instead). This will ultimately be up to the GM on a case-by-case basis, and will most often be applicable to rolls made during downtime (or otherwise outside of a time-sensitive event like a conflict).

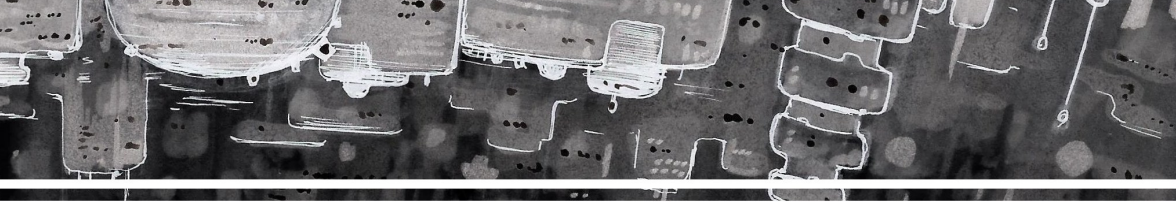
HEALING
At the start of a new day, damaged characters will check for healing:

- If the previous day was not devoted to rest, they will heal d4 HP but lose another d4 HP.
- If the full previous day was spent resting, they will test **VIT** against a **2d6 DV**, healing d4 HP upon success, but losing d4 HP upon critical failure.

RESTING TASKS
If the characters have plenty of time at their disposal, the GM could allow them to perform resting tasks. It will be up to the GM to determine how much time passes. Each character is allowed one task per rest period. The following are examples:

- **HEAL** The character makes a Medicine test. They may heal HP for (willing) living beings (including themselves) equal to the result, and may spread these points between multiple characters as they see fit. (This could also be used to reduce *Dread*.)
- **REPAIR** As healing, but a Technical test is made and the points are applied to return HP to a non-living (usually mechanical) subject. Specialized tasks might require a specialty skill. (This time could also be used to invent or craft new goods.)
- **SCAVENGE** The GM could give the player an Alertness or Survival DV to scrounge for supplies or treasures. With success, the GM could roll these items at random, with critical success granting the item the character is looking for (all within reason, of course).
- **TRAIN** The GM may rule that spending EXP (or advancements) on certain things will require a rest period. (Learning a language or a spell, for example). A character could use this time to gain EXP, testing Intuition and gaining 1/5 the result (round down).

EXPERIENCE



It will be up to the GM to award an **experience point (EXP)** to each player character:

- at the end of a session.
- at the conclusion of a story arc.
- when that character succeeds (or fails) at something important to the story.

EXP may be spent in the same way as CP (see *Characters*) to increase skills, learn new skill traits or spells, or increase the CRUX die.

FATE POINTS

The GM may also reward players with **fate points (FP)**. These may be earned by player ingenuity, extraordinary success that comes against the odds, or even catastrophic failure. Fate points may be spent in the same way as EXP. The player may also spend an FP after rolling a die for any test or injury roll to turn that die to the maximum value, making FP a desirable (and potentially life-saving) resource.

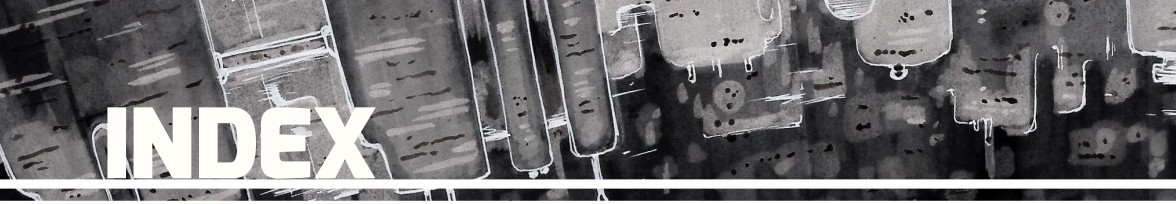
OPTIONAL RULE: TIERED EXP

Want something simpler? With this method, characters do not spend their EXP, but track it as it is gained, increasing their CRUX die or gaining advancements at set tiers.

Each advancement may be used to do one of the following:

- Increase a skill score by +1 (to the max allowed).
- Learn a new skill trait.
- Learn a new spell

EXP	TIER REWARDS
0	**CRUX die** starts as **D4**
2	Advancement
4	**CRUX die** increases to **D6**
5	Advancement
8	Advancement
11	Advancement
14	Advancement
18	Advancement
20	**CRUX die** increases to **D8**
22	Advancement
26	Advancement
30	Advancement
34	Advancement
39	Advancement
44	Advancement
45	**CRUX die** increases to **D10**
50+	Advancement every 10 points from here on….



INDEX

A
Academics: 13, **14**
Actions: 53
Advancements: 71
Advantage: **6**, 57
Agreeableness: 31
Aiming: 57
Alertness: 13, **14**
Ammunition: 43
APT: 11
Aptitude: 11
Archetypes: 33
Armor: 45
Athletics: 13, **14**, 55
Attacking: 55

B
Blast: 43
Blocking: 57
BUL: 11
Bulk: 11
Burst: 43
Bracing: 57

C
Casting spells: 39
Character creation: 9
Character points: 9
Charge: 54
Climbing: 15, **54**
Combat: 53
Conflicts: 53
Conscientiousness: 31
Cooperation: 69
CP: 9
Critical hits: 57
Crit Protection: 44
CRUX die: 9

D
Damage: 44, **55**
Damage types: 58
Defending: 55
Dehydration: 63
Difficulty Value 6
Diplomacy: 17, **67**
Disease: 63
Domestics: 13, **14**
Dread: 65
Drowning: 63
DV: 6

E
Encumbrance: 43
Equipment: 43
Extroversion: 31
Exhaustion: **59**, 63
EXP: 71
Experience points: 71

F
Falling: 63
Fate points: 71
Fear: 64
Fighting: 13, **14**, 55
First aid: 55
FP: 71

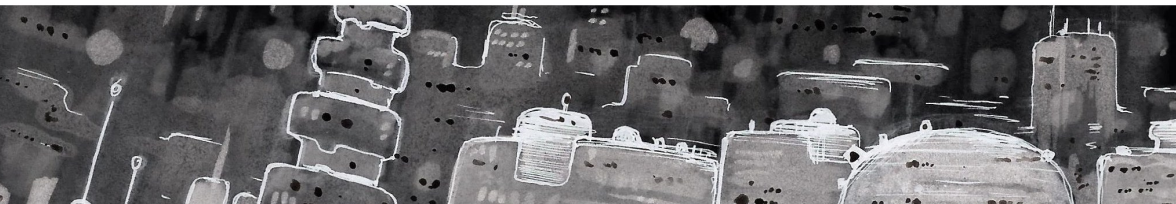
G
Gamemaster: 6, **50**
Gear: 48
GM: 6, **50**
Grid maps: 53

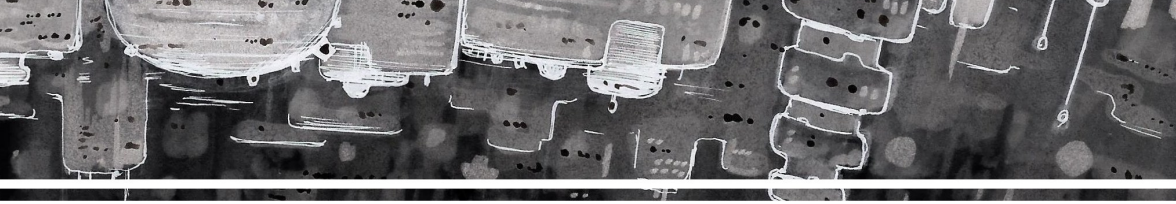
H
Hands: 43, **44**
Health Points: 11
Healing: 55, **69**
Heft: 44
Helmets: 45
Helpless: 55
HFT: 44
HP: 11

I
Increments: 53
Initiative: 53
Injury: 55
Intimidation: **61**, 65
Intuition: 13, **14**

J
Jumping: 63

L
Language: **13**, 67
Larceny: 13, **14**
Leaping: 16, **63**
Lying: 17, **67**





M
Magic: 13, **14**, 39
Maps: 53
Medicine: 13, **14**, *55*
Modifier: 6
Morale: 65
Movement: 54

N
Neuroticism: 31
Non-lethal: 61

O
Occupation: 33, **37**
Origin: 33, **35**
Openness: 31
Optional rules: 59

P
Personality: 31
Personal traits: 31
Point-Buy: 9
Poison: 63
PRE: 11
Presence: 11

R
Random characters: 9
Range: 44, **53**
Repair: 69
Resistance: 55
RES: 55
Resting: 69
Resting tasks: 69
Rough terrain: 54
Rushing: 54

S
Scores: 6, **9**
Shooting: 13, **14**, *55*
Size: 29
Skills: **13**, 14
Skill traits: 19
Sleep: 63
Spellcasting: 39
Spells: 39, **40**
Special traits: 25
Specialty skills: **13**, 15
Starvation: 63
Strength: 13, **14**
Suffocation: 63
Survival: 13, **14**
Stealth: 16, **54**
Swapping items: 54
Swimming: 16, **54**

T
Test: 6
Technical: 13, **14**
Toxins: 63
Type: 58

U
Unarmed: 61

V
VIT: 11
Vitality: 11

W
Weapons: 46, *47*
Wild swings: 58
Willpower: 13, **14**
Wordplay: 13, **14**, 67

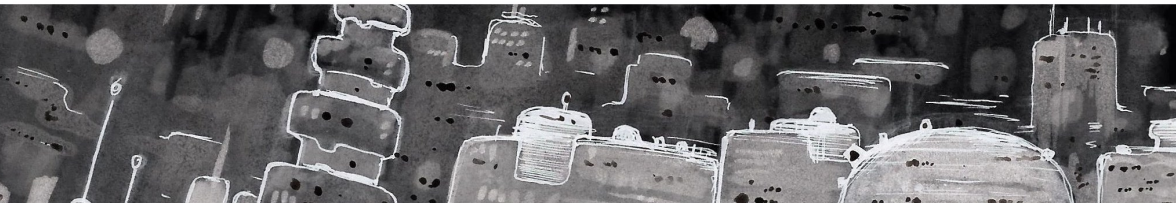
USEFUL TABLES

SCORE COSTS	
SCORE	**CP**
1	1
2	3
3	6
4	10
5	15
6	21
7	28
8	36
9	45
10	55
11	66
12	78
13	91
14	105
15	120
16	136
17	153
18	171
19	190
20	210

et cetera….

INJURY ROLLS (d20 - negative HP)	
RESULT	**CP**
0 or lower	The character dies/is destroyed
1-4	Incapacitated, lose d4 **HP**, test again in d20 hours
5-8	Incapacitated, lose d4 **HP**, test again next round
9-12	Incapacitated, regain d4 HP and lose d4 **HP**, test again next round
13+	Incapacitated, regain d4 **HP**, test again next round

COMBAT ADVANTAGE
An attacker has **ADVANTAGE** if:
• they are on **higher ground.**
• the enemy's BUL is twice their own or greater.
• the enemy was the last character to make a defense test. This effect from **overwhelming** stacks until a different character makes a defense test.
A defender has **ADVANTAGE** if:
• they are partially obscured by **cover.** (Stack instances from multiple sources.)
• the attacker's BUL is twice their own or greater.
• attacked at range 0 with a range 2+ weapon.



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NAME

ARCHETYPES

O	C	E	A	N

CRUX DIE d___

BUL	VIT	PRE	APT

HP		SPD

MAX/CURRENT

TRAITS/SPELLS

NOTES

SKILLS	ATT		SCO		MISC		MOD
Academics	APT	+	___	+	___	=	___
Alertness	PRE	+	___	+	___	=	___
Athletics	VIT	+	___	+	___	=	___
Domestics	APT	+	___	+	___	=	___
Fighting	VIT	+	___	+	___	=	___
Intuition	APT	+	___	+	___	=	___
Larceny	APT	+	___	+	___	=	___
Magic	APT	+	___	+	___	=	___
Medicine	APT	+	___	+	___	=	___
Shooting	VIT	+	___	+	___	=	___
Strength	BUL	+	___	+	___	=	___
Survival	APT	+	___	+	___	=	___
Technical	APT	+	___	+	___	=	___
Willpower	PRE	+	___	+	___	=	___
Wordplay	PRE	+	___	+	___	=	___
_____	___	+	___	+	___	=	___
_____	___	+	___	+	___	=	___
_____	___	+	___	+	___	=	___
_____	___	+	___	+	___	=	___
_____	___	+	___	+	___	=	___

INVENTORY

EXP

DEF

RES

CRIT PROT

ATTACKS	ATT	DAM/TYPE	RNG	HND	HFT	SPECIAL
_____	___	_____	____	____	____	_____
_____	___	_____	____	____	____	_____
_____	___	_____	____	____	____	_____
_____	___	_____	____	____	____	_____